OLD FORUM SCRAPE VOL 1

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=7010.0. It is a snapshot of the page as it appeared on Oct 11, 2011 19:42:30 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by drucifer earthdawn forum** Text-only version

RedBrick LLC Forums

Earthdawn => Product Feedback => Topic started by: Eat Carbs on March 01, 2010, 03:18

Title: **A new Map?**
Post by: **Eat Carbs** on **March 01, 2010, 03:18**

I'd love to see a new map.
We still have the original that came out of the main book.
I'd like to see a poster sized map without the passions going around the outside if it.
One we can write on to add new towns and mark locations would kick alot of ass.

Title: **Re: A new Map?**
Post by: **Dammi** on **March 01, 2010, 07:05**

You mean, like this (http://www.redbrick-limited.com/cms/index.php?categoryid=12&p13_sectionid=4&p13_fileid=49) but in large?

Title: **Re: A new Map?**
Post by: **Citizen Joe** on **March 01, 2010, 14:13**

Did anyone ever figure out how to use those passions and that sextant thingy?

Title: **Re: A new Map?**
Post by: **Dammi** on **March 01, 2010, 14:29**

It was described in detail in the Barsaive Boxed set. Overly complicated if you ask me, but a nice gimmick back in the day.

Title: **Re: A new Map?**
Post by: **Grinder** on **March 01, 2010, 14:30**

Quote from: Eat Carbs on March 01, 2010, 03:18

> I'd love to see a new map.
> We still have the original that came out of the main book.
> I'd like to see a poster sized map without the passions going around the outside if it.
> One we can write on to add new towns and mark locations would kick alot of ass.

A b/w version would be useful for that.

Title: **Re: A new Map?**
Post by: **Citizen Joe** on **March 01, 2010, 14:58**

Quote from: Dammi on March 01, 2010, 14:29

> It was described in detail in the Barsaive Boxed set. Overly complicated if you ask me, but a nice gimmick back in the day.

I couldn't find a use for it. Sure, you could lay the map on the table, pull out the the sextant and rule, read off some instructions and you'd get into the right area. But the instructions required knowing where various cities are. If you ever got lost, you were

totally hosed. It seemed more like it would be useful for airships, but the rule was scaled to horses and walking.

Title: **Re: A new Map?**
Post by: **Flowswithdrek** on **March 01, 2010, 20:34**

Quote from: Citizen Joe on March 01, 2010, 14:13

> Did anyone ever figure out how to use those passions and that sextant thingy?

Nope, never figured it out nor did my players but it looked nice with the map on the table :)

Title: **Re: A new Map?**
Post by: **abandag** on **March 02, 2010, 00:57**

Quote from: Citizen Joe on March 01, 2010, 14:13

> Did anyone ever figure out how to use those passions and that sextant thingy?

I played around with it. It was easy enough to figure out how to use it. I just didn't see much use for it in game.

Title: **Re: A new Map?**
Post by: **Silvereye** on **March 03, 2010, 23:20**

Quote from: Eat Carbs on March 01, 2010, 03:18

> I'd love to see a new map.
> We still have the original that came out of the main book.
> I'd like to see a poster sized map without the passions going around the outside if it.
> One we can write on to add new towns and mark locations would kick alot of ass.

Quote from: Dammi on March 01, 2010, 07:05

> You mean, like this (http://www.redbrick-limited.com/cms/index.php?categoryid=12&p13_sectionid=4&p13_fileid=49) but in large?

I'll try printing an A1 sized one out at work tomorrow and let you know how it turns out. I'm figuring it will begin to pixellate up a lot, but that really depends on how the pdf was distilled. However, my game has long got to the point where I need a large map to scribble notes on so whatever comes out the pinter will not go to waste.

I did scan the 1e maps a while back (Barsaive is a 200MB tiff 300dpi) as the originals were begining to get tatty with use. I was originally considering drawing up a map of Barsaive/Vivane/Rugaria in a GIS or trying to make TINs but never quite found the time. While there are a number of differences between the two maps, I've never got around to playing with the two of them in photoshop either.

Title: **Re: A new Map?**
Post by: Drucifer on **March 04, 2010, 00:28**

I looked at it this way.

I thought the concept of the original Barsaive map were an excellent flavor addition to the boxed set.

I think the first poster map is one of the most beautiful game maps ever produced.

I had such High hopes for the Parlainth and Vivain maps but was disappointed.

Thanks

Dru

Title: **Re: A new Map?**
Post by: **Telarus** on **March 04, 2010, 01:02**

> Quote from: Silvereye on March 03, 2010, 23:20
>
> > Quote from: Eat Carbs on March 01, 2010, 03:18
> >
> > > I'd love to see a new map.
> > > We still have the original that came out of the main book.
> > > I'd like to see a poster sized map without the passions going around the outside if it.
> > > One we can write on to add new towns and mark locations would kick alot of ass.
> >
> > Quote from: Dammi on March 01, 2010, 07:05
> >
> > > You mean, like this (http://www.redbrick-limited.com/cms/index.php?categoryid=12&p13_sectionid=4&p13_fileid=49) but in large?
> >
> > I'll try printing an A1 sized one out at work tomorrow and let you know how it turns out. I'm figuring it will begin to pixellate up a lot, but that really depends on how the pdf was distilled. However, my game has long got to the point where I need a large map to scribble notes on so whatever comes out the pinter will not go to waste.
>
> I did scan the 1e maps a while back (Barsaive is a 200MB tiff 300dpi) as the originals were begining to get tatty with use. I was originally considering drawing up a map of Barsaive/Vivane/Rugaria in a GIS or trying to make TINs but never quite found the time. While there are a number of differences between the two maps, I've never got around to playing with the two of them in photoshop either.

You may like my 2 projects, then: http://www.redbrick-limited.com/cms/**forum**/index.php?topic=3845.0

:thumbsup:

Title: **Re: A new Map?**
Post by: **Silvereye** on **March 04, 2010, 19:55**

> Quote from: Telarus link=topic=7010.msg98796#msg98796
>
> > You may like my 2 projects, then: http://www.redbrick-limited.com/cms/**forum**/index.php?topic=3845.0
> >
> > :thumbsup:

I'd seen the latter 3d effort, but not tread the whole thread. A situation that has now been sorted ;D . Awsome work! I'll post you some links that may be of use/interest on that thread.

Anyhow, Barsaive in A1 (594mm × 841mm, 23.4" × 33.1"). As expected it pixellated, but not as bad as I thought it would. If your going to print the download pdf as glossy large format job, I would certainly not go above A2 (420mm × 594mm, 16.5" × 23.4").

Title: **Re: A new Map?**
Post by: **Sushy** on **May 17, 2010, 16:27**

The old Sextant Map is really cool.

I used the map several times in an adventure. The players need to use the sextant with infos they translate from different riddles.

A new big Sextant Map (printable on A1 or A0) also with a new Sextant would be really nice.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=6414.0. It is a snapshot of the page as it appeared on Nov 30, 2011 22:34:45 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn forum** Text-only version

RedBrick LLC Forums

Earthdawn => Product Feedback => Topic started by: Drucifer on August 01, 2009, 12:11

Title: **A series of questions I have regarding the Third Edition of Earthdawn**
Post by: **Drucifer** on **August 01, 2009, 12:11**

1) Do you have a release schedule that you would be willing to share for all of your previously released works?

2) Will you be using new internal artwork for the new books? I noticed that most of the images in my Game Masters book are recycled artwork and blown-up sections of old art work, such that, at times I feel as though I am looking at a collage.

3) Is Vivane Doomed to death at the hands of a Horror Cloud?

4) Will you be producing a Cathay book?

5) My local Game Store was allocated copies of the Game Master, and Players Guide Books, is this allocation going to be the standard?

6) Will you be revising and releasing new versions of the Bloodwood, Horrors, Kara Fahd, & Crystal Raiders books?

7) I have spent much time in my campaigns working with Iopos, will you be releasing a book on that city? The section in the Game Masters book is fairly one dimensional.

8) Any plans on revising the Theran Empire book? The first Edition of it seems very rushed and oddly not **Earthdawn** like at all.

9) **Earthdawn** Miniatures….will there ever be any that I can buy off the shelf of my local game store?

I realize that this is a lot of questions, I also realize that some of these questions may have been answered in the forums, but my efforts to find an answer for them proved to be fruitless.

Thanks

Drucifer

Title: **Re: A series of questions I have regarding the Third Edition of Earthdawn**
Post by: arma on **August 01, 2009, 13:41**

Answering what I can at the moment:

1) ATM, we have a "short" schedule visible on the Mongoose website, covering the next 3 months. One going farhter into the future might be made available once we're getting the hang of the new model.

2) yes, for completely new books.

4) yes

5) that's the distributor's business. If the distributor didn't have enough copies to satisfy the retailers' (stores') orders, that's nothing we (and perhaps not even Mongoose) has any injfluence on.

6) yes, except Horrors, which is already part of the GM Companion

8) probably not, though this is something far into the future

Title: **Re: A series of questions I have regarding the Third Edition of Earthdawn**
Post by: **PenAgain** on **August 01, 2009, 13:48**

I can answer some questions!!!

3) You never know. As of 3rd Edition, the War has not happened, so anything that happened in the 2nd Edition Barsaive at War book is subject to change, amplification, undermining, or juxtapositioning. At this point your guess is as good as anyone's.

7) I certainly hope so-- and given the existence of the Kratas book, it seems reasonable to hope!

Arma answered most of your other questions, but I knew there were at least 2 that I could answer in vague and unsatisfying ways-- and that's what I'm here for!

Title: **Re: A series of questions I have regarding the Third Edition of Earthdawn**
Post by: **ED_Chronicler** on **August 01, 2009, 16:17**

And for question number 9, I can provide a solid, but not necessarily satisfactory answer to that question.

RE: Dammi's Post (http://www.redbrick-limited.com/cms/**forum**/index.php?topic=4388.msg63206#msg63206)

Quote

> 7) Since Mongoose also does miniatures, does this open the door for the ED Minis as well?
>
> Can't say at the moment.

Which is why he didn't answer, currently Mini's appear to be in some astral pocket that even the best mages in the forums cannot locate or otherwise discern. But never fear, many of us are not giving up looking for it.

Title: **Re: A series of questions I have regarding the Third Edition of Earthdawn**
Post by: **Enkidi Li Halan** on **August 01, 2009, 17:22**

Quote from: ED_Chronicler link=topic=6414.msg90642#msg90642

> Which is why he didn't answer, currently Mini's appear to be in some astral pocket that even the best mages in the forums cannot locate or otherwise discern.

Hmmm...I guess I know where said astral pocket is ;)

Title: **Re: A series of questions I have regarding the Third Edition of Earthdawn**
Post by: **hankwoon** on **August 01, 2009, 22:03**

#2: Cathay will have much new artwork (one of the reasons for its many delays).

#3: Not if I have anything to say about it! ;D

#4: Cathay has already been written; currently on the schedule for about a year from now (tentative; pushed back due to the relaunching of the line). In the meantime, the first Cathay novel is available here: http://www.redbrick-limited.com/cms/index.php?categoryid=67&book_id=13 (http://www.redbrick-limited.com/cms/index.php?categoryid=67&book_id=13). Meanwhile, the second Cathay novel is all finished with layout and so forth, though it's currently on hold.

Title: **Re: A series of questions I have regarding the Third Edition of Earthdawn**
Post by: **LouP** on **August 06, 2009, 15:51**

> Quote from: Drucifer on August 01, 2009, 12:11
>
> 3) Is Vivane Doomed to death at the hands of a Horror Cloud?
>
> > Quote from: hankwoon on August 01, 2009, 22:03
> >
> > #3: Not if I have anything to say about it! ;D

I'm curious about this. Care to elaborate? You seem to feel fairly strongly about this. Is it that you don't believe that the Great Dragons of Barsaive would do anything so nasty as deliberately attacking the city with the Horror Cloud, or do you just prefer that Vivane remain as is in Barsaive at the end of the war?

Or are you basing your views on LRG's Barsaive At War? In that case, LRG changed how this happens in a fairly major way, one that doesn't make a lot of sense.

Take Care,

Lou Prosperi

Title: **Re: A series of questions I have regarding the Third Edition of Earthdawn**
Post by: **DarkPaladin** on **August 06, 2009, 16:26**

How was it supposed to happen? Or what was the original idea?

Title: **Re: A series of questions I have regarding the Third Edition of Earthdawn**
Post by: **LouP** on **August 06, 2009, 20:18**

> Quote from: DarkPaladin on August 06, 2009, 16:26
>
> How was it supposed to happen? Or what was the original idea?

I thought nearly everyone knew this story, but here goes...

SPOILER ALERT (just in case)

In the original plan for Barsaive At War (which was in development when FASA stopped work on the ED line in June 1998), the war against the Therans takes place on three primary fronts: The Liferock fortress, Sky Point, and Vivane. The gathered forces of Barsaive (Throal, Cara Fahd, Crystal Raider tribes, and others don't have the forces to adequately fight the Therans on all three fronts, so the plan is that the Barsaivian army attacks the fortress, and then move to Sky Point, while the Great Dragons deal with Vivane.

Their somewhat contraversial solution is to use Ritual Magic to move the Horror Cloud at Stormhead over Vivane.

To quote from the original BaW outline:
"When the cloud reaches Vivane, it slowly encompasses the city, killing (or a least seriously damaging) anyone and everyone caught in it's wake. It also wreaks havoc on the physical structure of the city, melting buildings, burning holes in the ground leading to the underground catacombs. Even the magical defenses built by the Therans are no match for the cloud. Instead of withstanding the effects of the cloud, the magical energy held in the walls and defenses strengthen the effects of the cloud, wreaking the worst damage on the Theran Quarter. As the cloud moves to completely (or at least mostly) cover the city, it ceases its movement, remaining stationary over the city."

Eventually the cloud is dissipated after the Theran Heavenherds (mucho powerful magicians) attempt to bolster the magical defenses of Sky Point and Vivane by channeling additional magical energy to the fortress and city. Unfortunately, when the burst of additional magical energy comes into contact with the Horror Cloud... well, let's just say that Bad Things happen.

While this may seem extreme, keep in mind that the feud between the Great Dragons and the Theran Empire goes a LONG way back. Also, in the view of the Great Dragons, the deaths of "innocent" Name-Givers is an acceptable price for driving the Therans from Barsaive.

In the original version, this is a deliberate act on the part of the Great Dragons. In LRG's version, the Horror Cloud moving to Vivane is an accident resulting in the Great Dragon's use of Ritual Magic.

That's the original version in a nutshell. Fun, huh?

Take Care,

Lou Prosperi

Title: **Re: A series of questions I have regarding the Third Edition of Earthdawn**
Post by: **griton** on **August 06, 2009, 20:38**

I do love when Lou steps in to enlighten us all.

Title: **Re: A series of questions I have regarding the Third Edition of Earthdawn**
Post by: **DarkPaladin** on **August 06, 2009, 22:10**

Thank you, Lou. If I had heard that before, I had forgotten. Old age is an awful thing...

Title: **Re: A series of questions I have regarding the Third Edition of Earthdawn**
Post by: **hankwoon** on **August 06, 2009, 23:17**

Quote from: LouP on August 06, 2009, 15:51

I'm curious about this. Care to elaborate? You seem to feel fairly strongly about this. Is it that you don't believe that

> the Great Dragons of Barsaive would do anything so nasty as deliberately attacking the city with the Horror Cloud, or do you just prefer that Vivane remain as is in Barsaive at the end of the war?
>
> Or are you basing your views on LRG's Barsaive At War? In that case, LRG changed how this happens in a fairly major way, one that doesn't make a lot of sense.
>
> Take Care,
>
> Lou Prosperi

Hi Lou!

No, I don't have a problem with the dragons deliberately doing such a thing (that's actually part of the appeal), but there are two reasons why I wouldn't want to follow it now:

1) LRG already did it.
2) I like Vivane. ;)

But, I don't feel *that* strongly about it. What I do feel strongly about (and maybe this is what you're remembering) is the death of Vestivan with the Horror Cloud: I would much rather see him be a major antagonist. I could easily imagine an epic campaign with Vestrivan as the main villain (the possibility of redemption/heroic sacrifice can always still be written in as an option for GMs).

I could see a twist on the Horror Cloud angle, though, just so long as it doesn't mirror what's already been done in Barsaive at War.

Title: **Re: A series of questions I have regarding the Third Edition of Earthdawn**
Post by: **Faelan** on **August 16, 2009, 20:45**

I always had a problem with the Horror Cloud. Skypoint and Vivane were such a detailed piece of the setting that it seemed to me an awful waste to wipe it off the face of Barsaive. While something extreme like this might be an easy way to garner an emotional response from my players it is something I find easier to do with much less "firepower".

In my Barsaive the entire "War" went very differently. No offense is intended, but it was pretty clear that the storyline was originally conceived as something cool to do and something in which the players get to run all over Barsaive, however it was also clear that the story and proper conduct of a war had nothing in common. This is most evident in the timelines provided for the events, and of course the whole Prajjor field debacle (another event my players managed to circumvent, thanks guys).

Anyway in my Barsaive the situation with Triumph was essentially a sideshow. The greatest military power in the world decided to ground one of their greatest weapons deep inside enemy territory, where it could only be supplied by air. My players when notified of the Triumph situation were of the opinion that the time to strike Skypoint and kick the Therans out of Barsaive for good was fast approaching, and thanks to the Therans stupidity it would be sooner rather than later. My adventures involving Triumph were mostly diplomatic in nature and also involving some guerilla style attacks. Direct attacks on Triumph did not occur until after the war was over, and they occurred as an afterthought.

Skypoint was always the goal of the war. What was once the tool of oppression would become Barsaives greatest defense against future Theran incursions. It's naval forces tied up in resupply missions to Triumph were greatly weakened by slow and steady losses, eventually isolating Triumph and allowing Triumph to wither on the vine. All the ground forces were directed to slowly tighten a noose around Skypoint, cutting off trade, and preventing resupply. If airships came out to do battle Barsaivian forces fled until Skypoints defenses were out of range, given chase they would lead the Therans into traps.

When given the opportunity the Theran Navy ships were captured instead of destroyed. In the end Skypoint was taken by a simultaneous aerial and ground assault. It succeeded because the Therans in Barsaive were given no real strategic goals, they were given conflicting tactical objectives, and above all did not receive the material support they needed. Barsaive had become Thera's very own Vietnam.

So while the end result was the same the actual road was very different, and in the end we did not have to kill an entire city to make things interesting. The slaughter came when the time for Triumph to be crushed arrived. Starved and alone, their offered surrender refused when their General refused to hand over their magic users for trial, not one namegiver in the garrison escaped the slaughter.

The Great Dragons operated almost entirely in the background, and really only provided aid in the way of very accurate intelligence. The only one who participated directly was Aban, and that mostly in the capacity of bleeding out Triumph by attacking opportune Theran Navy ships.

Anyway the Prelude to War and Barsaive at War modules had some great ideas for stories, they just did not tie in together in any logical fashion, instead they were tied by a string of "COOL". That may work for some people, but for my group they would never have flown as written, in fact it would have led to my players asking if I needed someone to talk to.

Title: **Re: A series of questions I have regarding the Third Edition of Earthdawn**
Post by: **etherial** on **August 17, 2009, 06:14**

~~I feel I must point out that no actual questions about Third Edition were raised.~~

Oops, I thought I was replying to the original poster. :blush:

Quote from: Faelan on August 16, 2009, 20:45

> Anyway the Prelude to War and Barsaive at War modules had some great ideas for stories, they just did not tie in together in any logical fashion, instead they were tied by a string of "COOL". That may work for some people, but for my group they would never have flown as written, in fact it would have led to my players asking if I needed someone to talk to.

IAWTC. In fact, that's my general opinion about most Metaplot. It works for some parties and is rather terrible for most. My favorite form of Metaplot was the political stuff from Shadowrun. It didn't really matter to most characters who was President of the UCAS. It was just neat background.

Title: **Re: A series of questions I have regarding the Third Edition of Earthdawn**
Post by: **vitus979** on **August 17, 2009, 13:22**

Quote from: etherial on August 17, 2009, 06:14

> IAWTC. In fact, that's my general opinion about most Metaplot. It works for some parties and is rather terrible for most. My favorite form of Metaplot was the political stuff from Shadowrun. It didn't really matter to most characters who was President of the UCAS. It was just neat background.

I'd argue this is not limited to **Earthdawn**. A number of FASA Shadowrun products run along the same lines as Prelude (Year of the Comet, Super Tuesday, Renraku Arcology:Shutdown, etc...). There are a plethora of good ideas, but often they're loosely tied together.

Title: **Re: A series of questions I have regarding the Third Edition of Earthdawn**
Post by: **etherial** on **August 17, 2009, 20:19**

Quote from: vitus979 on August 17, 2009, 13:22

> Quote from: etherial on August 17, 2009, 06:14

> IAWTC. In fact, that's my general opinion about most Metaplot. It works for some parties and is rather terrible for most. My favorite form of Metaplot was the political stuff from Shadowrun. It didn't really matter to most characters who was President of the UCAS. It was just neat background.
>
> I'd argue this is not limited to **Earthdawn**. A number of FASA Shadowrun products run along the same lines as Prelude (Year of the Comet, Super Tuesday, Renraku Arcology:Shutdown, etc...). There are a plethora of good ideas, but often they're loosely tied together.

Oh, most certainly. I hated pretty much everything from the WoD metaplot, for example. But it's more than pointless to complain about Metaplot in general if you can't point to something you didn't hate. And I didn't hate the Shadowrun political metaplot because it was so divorced from life as a Shadowrunner. It was just this thing in the background. Even the Renraku Arcology, unless your game took place there before the shutdown, it didn't affect you, did it? [Note: I haven't read that particular book] But a war with Thera? That affects every Adept in Barsaive.

Title: **Re: A series of questions I have regarding the Third Edition of Earthdawn**
Post by: arma on **August 17, 2009, 21:11**

> Quote from: etherial on August 17, 2009, 20:19
>
> [Note: I haven't read that particular book] But a war with Thera? That affects every Adept in Barsaive.

No. Just stay in Haven, make the grand tour of Parlainth, and it won't matter at all.
At least no more than having one of the Megacorps loose a very expensive arcology, thus affecting the whole economic system.

Title: **Re: A series of questions I have regarding the Third Edition of Earthdawn**
Post by: **vitus979** on **August 18, 2009, 01:03**

> Quote from: etherial on August 17, 2009, 20:19
>
> It was just this thing in the background. Even the Renraku Arcology, unless your game took place there before the shutdown, it didn't affect you, did it?

The metaplot books went forward with the timeline, thus **Universal Brotherhood** and **Bug City** were the metaplot books for 2055 - 2056, **Super Tuesday** and **Dunk's Secrets** was 2057, and **Mob War** was 2058.

Thus if your campaign was advancing through those dates (as new books came out) they were the "big news" of that year.

And some of them potentially affected everyone. There was no "getting out of" **Year of the Comet**. Same for **Mob War**, which had huge repercussions all through the runner community.

Title: **Re: A series of questions I have regarding the Third Edition of Earthdawn**
Post by: **Grinder** on **August 18, 2009, 12:20**

> Quote from: vitus979 on August 18, 2009, 01:03
>
> Same for **Mob War**, which had huge repercussions all through the runner community.

Not in the games I played, which were based in Seattle, but didn't involve organsied crime very much.

Title: **Re: A series of questions I have regarding the Third Edition of Earthdawn**
Post by: **vitus979** on **August 19, 2009, 02:57**

> Quote from: Grinder on August 18, 2009, 12:20
>
> Not in the games I played, which were based in Seattle, but didn't involve organsied crime very much.

If that's the case, then a Theran invasion shouldn't be a problem. At least 1/2 of the resources a runner team generally uses (especially legwork related) are connected to

organized crime. Fixers, contacts, blackmarket runners, arms dealers, snitches, hired muscle, the guy who sells you fake SINs, etc...

During **Mob War** all of those things should be affected in one way or another. The fact that your GM decided not to use it simply means it got excised, just like you can do with the Theran invasion and counter-offensive.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=4442.0. It is a snapshot of the page as it appeared on Nov 30, 2011 16:57:30 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: Bludgeon on April 12, 2009, 17:42

Title: **Adapting 'Terror in the Skies' for 3-4 people**
Post by: **Bludgeon** on **April 12, 2009, 17:42**

Hey everyone. I've recently decided to try and get an **Earthdawn** campaign going after years of not having played. I want to use Terror in the Skies, but the problem is that it's designed for 6-8 players and I will be lucky if I can find four. I have very little experience as a gamemaster, so I was hoping I could get some advice on how to alter the adventure so as not to annihilate my party right off the bat. The first time I tried GMing was when Terror in the Skies first came out and I don't think I realized I needed to tone things down, so everyone got totally destroyed by the Blood Bees in Kaer Talon.

Any advice would be much appreciated.

As a sidenote, I'm looking to pick up old FASA **Earthdawn** stuff so if anyone is looking to sell any let me know here or at jeejee0 atz gmail dotz comz.

Cheerio!

Title: **Re: Adapting 'Terror in the Skies' for 3-4 people**
Post by: **griton** on **April 12, 2009, 17:54**

The easy way is to just cut the number of creatures in each encounter in half.

And while there are still some months left, the ED3 stuff will be out relatively soon, and eventually Terror in the Skies will be adapted for it.

Alternatively, you can pick up the Adventure Compendium, which is designed for 4 players, give or take. There's very little (if any) there that will be incompatible with any of the current ED editions (if you want to play now). You may need to adjust a few things like movement rates, etc., but it's all pretty minor stuff.

Title: **Re: Adapting 'Terror in the Skies' for 3-4 people**
Post by: **Rogan Rubyeye** on **April 12, 2009, 17:59**

Hiya there **BLUDGEON**, welome back to Barsaive!

OK, it's not impossible to run this adventure for a smaller group - I ran it for 5 players myself. Best advice is to let them get a bit of pre-TitS (Heh, what an anacronym that is) LP in a prequel scenario or two. I heartily avice them being at least 2nd Circle before you play it as it is a killer. Alternatively you'll have to bulk out the party with other NPCs - perhaps generate one each for the PC's to also control along with their own charactes. That might go soe way towards levelling the playing field.

I actually had my group starty as caravan guards for a convoy heading across Barsaive to Travar to build up some LP and get to grips with one another during the journey. You could also have suitable characters be long-running recruits for the Sky Patrol - maybe

even let them generate expereinced starting PCs with say, 1,000-2,000LP wo are already under the command of Grimsby. should help get them into the adventure immediately and also gives them ties to the city. One of the biggest questions that got me was whay aren't the Founding champions doing anything? After all, if the whole point of the Founding trials is to keep an active contingent of high-Circle adepts on call for defence of the city, why are the PCs doing this mission in the first place?

OK, another fudge is to provide plenty of heaing potions, or even a NPC questor of Garlen. The big trouble is the final encounter. That's a bloody blood bath and a half. Get a scaled map of the airships and ue miniatures is my advice there. To limit character casualties, have teh target softened up with broadsides and massed crossbow volleys. Try to get the enemy "crew" to attack one another - if you know hat I mean. that'll take care of the worst problem, leaving the PCs to concentrate on the big bad guys and converge their assault.

Oh yeah, and don't let the idiots play airship bunjee with rope that is longer than the distance the ship is flying above the ground at. We had an obsidiman anchor during that session because he would just one-up anyone else who beat him.

Title: **Re: Adapting 'Terror in the Skies' for 3-4 people**
Post by: **Bludgeon** on **April 12, 2009, 19:30**

Thanks for the replies. I definitely do not want to rely on NPCs. I don't mind having maybe one or two NPCs along for story purposes some of the time, but I prefer to keep things to just the player characters in general.

Do you think cutting the number of enemies in half would work if I had 4 players starting at 1st Circle?

The idea of doing a pre-Terror in the Skies adventure is appealing in some ways - the characters would potentially have enough money to actually order food at the Picky Palate for instance, and could possibly be given reason to care about the Crimson Dawn (maybe someone they travelled to Travar with was aboard), could have Legend Points to spend on Karma, perhaps be 2nd Circle, etc... My concern here is my aforementioned lack of GM experience.

For the players in my campaign, this will be their first exposure to **Earthdawn**. I don't think any of them have even heard of it before (they've played some D&D in the past). So I've never created my own original campaign before, and I want to make sure their first **Earthdawn** experience is cool.

On the other hand, the idea of creating something original that will tie in to Terror in the Skies is kind of exciting.

Edit: Is there another adventure book that would be better suited to a first campaign with 3-4 1st Circle players?

Title: **Re: Adapting 'Terror in the Skies' for 3-4 people**
Post by: arma on **April 12, 2009, 20:17**

Quote from: BLUDGEON on April 12, 2009, 19:30

> Edit: Is there another adventure book that would be better suited to a first campaign with 3-4 1st Circle players?

You can use a few of our shards for starting characters, the following should work without problems:
Journey to Lang (http://www.**earthdawn**.com/index.php?categoryid=13&p2015_articleid=1)
Runvir's Tomb (http://www.**earthdawn**.com/index.php?categoryid=13&p2015_articleid=2)
Kept in the Dark (http://www.**earthdawn**.com/index.php?

categoryid=13&p2015_articleid=3)
They're all part of the Shards Collection Vol. One
(http://www.**earthdawn**.com/index.php?categoryid=12&p2014_articleid=3).
There's also the free starter Kaer Tardim (http://www.**earthdawn**.com/index.php?
categoryid=19&p13_sectionid=4&p13_fileid=16) that has an adventure.

Nowadays, most GMs recommend the full-blown adventure Ardanyan's Revenge
(http://www.**earthdawn**.com/index.php?categoryid=12&p2014_articleid=1) to start,
however.

(click the names for links)

Title: **Re: Adapting 'Terror in the Skies' for 3-4 people**
Post by: **Slimcreeper** on **April 12, 2009, 21:15**

Perhaps they could be employees of the obsidiman merchant (I forget his Name) as guards, or they could head out to reclaim a caravan head that some scorchers are holding for ransom. Current news tie-in! Double points if you play it!

Title: **Re: Adapting 'Terror in the Skies' for 3-4 people**
Post by: **Jaege** on **April 13, 2009, 03:32**

I ran Terror with three PCs and a heavily involved NPC. It can be done. Actually all of the shards that I have run (which is most of them) I did with a party of four. As someone else said, decrease the critters, or you could have the players circles be a litle higher than recomeneded.

Title: **Re: Adapting 'Terror in the Skies' for 3-4 people**
Post by: **Bludgeon** on **April 13, 2009, 23:47**

Here's a question about the Ork Scorchers with the Thundra Beast mounts. I guess this is a general mounted combat question. Do you give each Ork and each mount its own attack? It seems to me that the Thundra beasts are mounts, and so they are basically just there to provide mobility for the Orks and don't get to attack on their own. However in the book they have their own stats, attack step, and damage. How do you guys do this?

Title: **Re: Adapting 'Terror in the Skies' for 3-4 people**
Post by: arma on **April 14, 2009, 00:29**

If performing a Charging Attack, don't let the mount attack on its own.
If not performing a Charging Attack, have the mount attack at the rider's discretion if it is combat-trained.

Title: **Re: Adapting 'Terror in the Skies' for 3-4 people**
Post by: **Rogan Rubyeye** on **April 14, 2009, 16:56**

Depends if the scorcher is not only going to stick you with his lance on the charge attack but also urge his thundra beast to gore or trample over you too. Generally speaking, I go with **arma's** option - if the mount is being used to stomp or kick you then the rider has their hands full (trick riding test or so on). If the rider is stuck in the melee, then his mount will probably kick and gore and bite at whatever else is around them too.

Title: **Re: Adapting 'Terror in the Skies' for 3-4 people**
Post by: **Jaege** on **April 14, 2009, 22:18**

A common mount, like a horse, I would likely not give it an attack, unless it was special in some way (like a trained warhorse or a calvaryman's mount). But something like a thundra beast, I would let attack. It is a pretty big and aggressive creature.

Title: **Re: Adapting 'Terror in the Skies' for 3-4 people**
Post by: **Flowswithdrek** on **April 16, 2009, 17:47**

I have ran this adventure at least three times, each time with a different number of players, all 1st and 2nd circles. The first time there where seven players and they all died horribly, second time there where I think five players and they did pretty well, but the adventure took a turn of its own and they ended up doing something completely different. The third time there where four players and they done really well, I did drop a few of the bad guys numbers but they really struggled with the cadaver men more so than anything else so I would suggest you cut their number down. The spell at the end to banish the bad guy could be cut down also, as most died trying to protect the mage, and it took too long to cast. I would reduce the casting difficulty, increase the range, and reduce the thread by at least two.

Title: **Re: Adapting 'Terror in the Skies' for 3-4 people**
Post by: **Rogan Rubyeye** on **April 17, 2009, 15:52**

Yeah, a nethermancer can do some pretty nasty things to a party in only a few rounds - most of which buy him time by incapacitating rather than killiing outright. Death's Head, Fog of Fear and my favourite 0 thread spell Pain spring foremost to mind, along with a healthy old Bone shatter to make retreat from the minions a wee bit trickier.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=7815.0. It is a snapshot of the page as it appeared on Nov 29, 2011 08:38:03 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by dammi earthdawn** Text-only version

RedBrick LLC Forums

RedBrick Forums => Tales of the Bloggerob => Topic started by: Dammi on March 29, 2011, 05:57

Title: **Adventures Adventures Adventures**
Post by: Dammi on **March 29, 2011, 05:57**

Hiya!

This is for discussing my latest blog entry, Adventures Adventures Adventures (http://www.redbrick-limited.com/cms/index.php?categoryid=10&action=showsingleentry&blog_id=2&entry_id=972&pointer=0&showall=1&confirmdeletion=

Best,

Dammi

Title: **Re: Adventures Adventures Adventures**
Post by: **Flowswithdrek** on **March 29, 2011, 19:53**

My personal thoughts are a game system needs plenty of adventures it's the first thing I look for after the core rules as a GM, though I do appreciate that it is generally only the GM buying adventures and thus a RP company may not make so many sales on adventures; However.

The adventure resource frameworks could not have came at a better time for my group. Two of my players are thinking of taking over as GM, one for Barsaive and possibly one for Cathay. The first question they ask was about adventures, as they know I have read most of them, the Cathy GM wants to know what adventur there were planned for that setting, I couldn't answer this but I pointed him to the Cathy GM book which ha an adventure and frameworks, and The Cure for Evil from the adventure resource. Armed with this the Cath GM decided to run a game and purchased both player and gamemaster guide, the rest of the group followed suit; a ready supply of adventures has led to several sales of the Cathy core rules.

I have promised the Barsaive GM I will not read the rest of the adventure recourses so he has also purchase the GM Guide.

So adventures = good for everyone, and I get to play **EarthDawn** which I have GMed since it first came out ;D

Title: **Re: Adventures Adventures Adventures**
Post by: **Angelman** on **March 29, 2011, 23:19**

I'm convinced that adventures are good for business. They do not sell particularly well, but they do stimulat to the game being played and therefore indirectly sell more products. A game with a lot of published adventures is played a lot, has a bigger fan base, and survives longer, IMHO. :)

Title: **Re: Adventures Adventures Adventures**
Post by: **Dragonbreath** on **March 30, 2011, 01:18**

I buy every published **Earthdawn** Adventure but seldom play them. I use them for inspiration, taking ideas from different adventures and mix them to a new plot or use only scenes from the original adventure. Most the time there is one point where planned adventure and played scenes won't match anymore.

Concerning the adventure contest, in which I also have participated, I really like the outcome. I read every adventure, am really proud of the final version of mine and must say that I truly understand now that it wasn't easy to decide the ranking. It gave me a lot new ideas and I'm searching for possibilities to use them in my current campaign.
I hope we'll see the last adventures soon and I hope they won't be the last.
Thank you to everyone for their great work (Writers and RB-Team)!

Title: **Re: Adventures Adventures Adventures**
Post by: **Flowswithdrek** on **March 30, 2011, 16:06**

> Quote from: Dragonbreath on March 30, 2011, 01:18
> I buy every published **Earthdawn** Adventure but seldom play them.

I am perhaps the complete opposite ;D and try my best to play them as written, however almost every adventure needs a tweak here and there to make it work for a particular group. I think perhaps one of the greatest strengths of the adventure frameworks is that they can be worked with a lot easier than a full adventure. However adventures and shards often bring new characters and items as part of the package which is something I personally favour. I would like to see more adventures and shards for **Earthdawn**.

Title: **Re: Adventures Adventures Adventures**
Post by: **Crusufix** on **April 01, 2011, 11:13**

I'm a big fan of published adventures. I've purchased all the adventures and shards for **Earthdawn** and ha run most of them. I've also looted and pillaged each for my own nefarious schemes.

I'm a busy GM. My group gets together once a week for about 8 - 10 hours but the other days are filled with work, family and related dealings, and I'm sure this speaks for most of us. (There was even some talk of stopping table-top RPG for a while so that we could all get into a MMORG and play together :-X)

I wish there were more published adventures. More pointedly I wish there was something for **Earthdawn** a to the Paizo Pathfinder Adventure Paths. Complete campaigns designed around a 1 year play time taking the players from 1st level up to 15th - 18th level released in 6 sections over a 6 month period for ~$15 per section.

Title: **Re: Adventures Adventures Adventures**
Post by: **Joker** on **April 18, 2011, 13:05**

Reading the frameworks really felt like discussing about "what did my group last week" over coffee with a fellow mate. So i enjoyed reading them very much and i would like to see more of them.
In my case, i tend to take usually several adventures and turn them into something completely different. So have all published ED-related adventures on my desk and use them as a basis for an adventure that suits m campaign. So keep publishing!

My own contribution was mainly revised, but you guys erased all the complicated stuff and presented only t central idea, so the impartial reader is not distracted by all the minor side stories i tend to include into my own game.
I still stick to my version, but i am ok with the published one.

If i am not mistaken you are still open for adventure framework contributions, yes? So basically, this means you would get more of them, you would post them in the adventure frame work section?

Title: **Re: Adventures Adventures Adventures**
Post by: Dammi on **April 18, 2011, 15:55**

Quote from: Joker on April 18, 2011, 13:05

> My own contribution was mainly revised, but you guys erased all the complicated stuff and presented only the central idea, so the impartial reader is not distracted by all the minor side stories i tend to include into my own game.
> I still stick to my version, but i am ok with the published one.

Yeah, that's something we have to do to to make them work for others.

Quote from: Joker on April 18, 2011, 13:05

> If i am not mistaken you are still open for adventure framework contributions, yes? So basically, this means if you would get more of them, yo would post them in the adventure frame work section?

Indeed, reviewed and revised in a similar manner.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=8236.0. It is a snapshot of the page as it appeared on Nov 21, 2011 14:26:47 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Players => Topic started by: freid on September 20, 2011, 16:09

Title: **Ahoy! - Air Sailor pet**
Post by: **freid** on **September 20, 2011, 16:09**

"Arrrrr"

I think this is something huge missing! And it's not Grog. How come the air sailor discipline doesn't have the talent option of animal bond? They need a good bucko.

Ye Scurvy Dogs! All great cap'tain have one.

Title: **Re: Ahoy! - Air Sailor pet**
Post by: **swordchuck11** on **September 21, 2011, 07:01**

the familiar rules get you where you want to go here without muddling the discipline

Title: **Re: Ahoy! - Air Sailor pet**
Post by: **Telarus** on **September 21, 2011, 08:24**

+1

Title: **Re: Ahoy! - Air Sailor pet**
Post by: **freid** on **September 26, 2011, 17:55**

> Quote from: swordchuck11 on September 21, 2011, 07:01
> the familiar rules get you where you want to go here without muddling the discipline

interesting... now let's see the Familiars rules p.127, player's guide 3ed.

"*In game terms, the creature or spirit must have the equivalent of a Loyal attitude toward the character. Adepts may use the* ***Animal Bond talent*** *to develop a relationship with an appropriate animal.*"

So Telarus : -1

That being said, there's a skill that could patch this, but it might be difficult to get a "magical beast" up to loyal using that method. Great for Toucans nonetheless, but pretty hard on some other creatures out there.

Title: **Re: Ahoy! - Air Sailor pet**
Post by: arma on **September 26, 2011, 19:01**

Read carefully...
...you _may_ (=are allowed*) to use Animal Bond to create the Attitude. You don't have to. You can develop the relationship the old fashioned way too.

*because it might be interpreted as "cheating" to magically create a Loyal Attitude. The sentence about Animal Bond is just there to say that it's okay to magically create it.

_____

As I'm posting now anyway, the first thought I had was "They don't get any animal companion type stuff because parrots are just mentioned in passing in **Earthdawn** books. ;)

Title: **Re: Ahoy! - Air Sailor pet**
Post by: **rasmusnicolaj** on **September 27, 2011, 06:03**

Quote from: arma on September 26, 2011, 19:01

> As I'm posting now anyway, the first thought I had was "They don't get any animal companion type stuff because parrots are just mentioned in passing in **Earthdawn** books. ;)

Yes but what about a troll air sailor with a griffin on his shoulder?

Rasmus :smokin:

Title: **Re: Ahoy! - Air Sailor pet**
Post by: arma on **September 27, 2011, 14:11**

Darn. Did not see that option...
;D

Title: **Re: Ahoy! - Air Sailor pet**
Post by: **ED_Chronicler** on **September 27, 2011, 20:55**

All you need is a Shaman with a miniaturization spell handy or maybe a creative Wizard:

Size Matters Not
7th Circle Wizard Spell
Threads: 1 + 1 per 100 lbs of weight.
Weaving: 13 / 24 Casting: TSD
Range: Touch Duration: Rank Days
Effect: Reduces the size of target by an amount determined by success level.

Average Success
* up to 10%
Good Success
* up to 25%
Excellent Success
* up to 50%
Extraordinary Success
* up to75%

Disclaimer: This was just random numbers thrown together for humor not an actual attempt to create the spell.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=7615.0. It is a snapshot of the page as it appeared on Nov 3, 2011 05:46:25 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by drucifer earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: piotrus on January 09, 2011, 19:36

Title: **Airships maps, crew information**
Post by: **piotrus** on **January 09, 2011, 19:36**

Are there airships maps?

I am looking for vedette's layout. Any other maps would be appreciated, too :)

The only thing I was able to find where the two (top) deck layouts in Terror of the Sky (for a drakkar and two similar ships. For Theran ships - nothing.

In Book Three of Sky Point and Vivaine Boxed set, p.15 I found a brief description of a vedette's, and its combat stats. Is there a better one? I am curious about the crew numbers - I am considering having my players try to capture one (slaver's), but would they be facing 20 or 200 crew? Frankly, I don't know...

Also, would there be a nice (artistic) drawing of a vedette's somewhere in the books? I found some of Theran ships in general (Sky Point and Vivaine Boxed set has some, for example), but I'd like to show my player's the best one... do you have a favorite?

Title: **Re: Airships maps, crew information**
Post by: **kigmatzomat** on **January 10, 2011, 02:55**

I don't know about maps but the Gamemaster Companion has crew sizes listed.

You'd have to deal with the cargo/passenger rules to decide how many marines a given ship might be carrying.

Title: **Re: Airships maps, crew information**
Post by: **The_Gun_Nut** on **January 10, 2011, 04:09**

I used some real world sailing ships' dimensions to get an idea of the layout of airships. The vedette my players stole is about 15 to 20 feet across by 60 to 70 feet long. This is a smaller vessel that still has some combat ability.

Title: **Re: Airships maps, crew information**
Post by: **kigmatzomat** on **January 11, 2011, 05:13**

Not **earthdawn** ships specifically but the subject of ship plans came up on ENWorld today.

There are 3 sets of ship plans on:

http://www.mongoosepublishing.com/freematerial.php

Some of the scales are silly (like the 100ft wide ships) but the layouts are useful.

Title: **Re: Airships maps, crew information**
Post by: **piotrus** on **January 20, 2011, 20:52**

Nice, although we still have nothing for the Theran "flying castles". I wish I had some experience with mapping...

Still, I am surprised that in all the ED stuff, official and fan-made, nobody ever bothered to map a Theran ship...

Title: **Re: Airships maps, crew information**
Post by: Drucifer on **January 20, 2011, 22:00**

Well there is the map for the top level of a Theran Behemoth in Prelude to war. (pg 18)

And there is a lot of detailed description in “Mother Speaks”

Thanks
Dru

Title: **Re: Airships maps, crew information**
Post by: **Telarus** on **January 20, 2011, 23:19**

Here, have a Behemoth:

http://rpmedia.ask.com/ts?u=/wikipedia/commons/thumb/5/5f/Fort-Jefferson_Dry-Tortugas.jpg/120px-Fort-Jefferson_Dry-Tortugas.jpg (http://rpmedia.ask.com/ts?u=/wikipedia/commons/thumb/5/5f/Fort-Jefferson_Dry-Tortugas.jpg/120px-Fort-Jefferson_Dry-Tortugas.jpg)

Here's some Kila resources:

http://www.archweb.cimec.ro/Arheologie/sarmi/3eng.htm

http://www.paddydillon.co.uk/guidebook/walking-on-jersey/

http://www.flickr.com/photos/pipet/2391472041/

http://www.dreamstime.com/royalty-free-stock-photos-old-castle-on-cliff-image3170978

I'm sure if you lookup the specific names/locations on google, you'd get some good maps.

Title: **Re: Airships maps, crew information**
Post by: **piotrus** on **January 20, 2011, 23:55**

Quote from: Drucifer on January 20, 2011, 22:00

> Well there is the map for the top level of a Theran Behemoth in Prelude to war. (pg 18)
>
> And there is a lot of detailed description in “Mother Speaks”

Thanks, the map is a good start (and in fact the best resource reported here yet :)). I'll need to get "Mother Speaks", I guess... :)

Quote from: Telarus on January 20, 2011, 23:19

> Here, have a Behemoth:
>
> http://rpmedia.ask.com/ts?u=/wikipedia/commons/thumb/5/5f/Fort-Jefferson_Dry-Tortugas.jpg/120px-Fort-Jefferson_Dry-Tortugas.jpg (http://rpmedia.ask.com/ts?u=/wikipedia/commons/thumb/5/5f/Fort-Jefferson_Dry-Tortugas.jpg/120px-Fort-Jefferson_Dry-Tortugas.jpg)

Here's some Kila resources:

http://www.archweb.cimec.ro/Arheologie/sarmi/3eng.htm

http://www.paddydillon.co.uk/guidebook/walking-on-jersey/

http://www.flickr.com/photos/pipet/2391472041/

http://www.dreamstime.com/royalty-free-stock-photos-old-castle-on-cliff-image3170978

I'm sure if you lookup the specific names/locations on google, you'd get some good maps.

Well, photos of castles are plenty. I can raise you few thousand from this collection (http://commons.wikimedia.org/wiki/Category:Castles). And I am sure that I can find some generic floor plans, too.

I was asking if we have any - official or fanmade - **EARTHDAWN-specific** pictures, deck plans and info on crew manifests of Theran Vessels.

If the difference wasn't clear, I hope I've made it so :)

Title: **Re: Airships maps, crew information**
Post by: **Telarus** on **January 21, 2011, 01:51**

Ah. I have a pretty good collection of Osprey material (http://www.ospreypublishing.com/medieval_world/) which is what I use. Mostly in the game books (and fiction) we have descriptions based around a few styles of architecture, so 2ndary, dedicated sources are going to have the most details.

Title: **Re: Airships maps, crew information**
Post by: **piotrus** on **May 20, 2011, 00:59**

Reply to myself: Crystal Raiders of Barsaive (1st ed) has profiles of air ships, including Theran, starting on p. 128

This was reproduced in 3rd ed Gamemaster's Companion, starting on p. 57 (and is promised to be expanded in new Crystal Raiders remake).

Transport vedette has a crew of about 30; military, 40.

Title: **Re: Airships maps, crew information**
Post by: **vitus979** on **May 22, 2011, 17:27**

I've posted this before. This might work for a Galleon or for some kind of Theran "Air Force One", though it's originally from Eberron. The Liralen (http://www.dundjinni.com/forums/forum_posts.asp?TID=1350&PN=1). Please note that the maps keep going on to the second page.

Here's a perspective shot (http://www.wizards.com/dnd/images/eb_gallery/82108.jpg) of the same ship.

Title: **Re: Airships maps, crew information**
Post by: **Heretikzer0** on **May 23, 2011, 18:20**

Ebberon had the coolest looking airships, no doubt.

Title: **Re: Airships maps, crew information**
Post by: **piotrus** on **May 23, 2011, 18:29**

I think ED airships are just as cool, they just didn't get as many good illustrations, and certainly, no maps :(

Title: **Re: Airships maps, crew information**
Post by: **The_Gun_Nut** on **May 24, 2011, 13:53**

The one really cool thing that 2nd edition did was to make a GM screen that had some very fine looking airships on it. They look awesome.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=6525.0. It is a snapshot of the page as it appeared on Nov 7, 2011 15:35:06 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn forum** Text-only version

RedBrick LLC Forums

Earthdawn => Product Feedback => Topic started by: trechriron on August 23, 2009, 08:56

Title: **Amazon Needs Earthdawn 3e Update**
Post by: **trechriron** on **August 23, 2009, 08:56**

The companions and Kratas are missing pictures.

The descriptions could be more detailed. Maybe give a link to the free preview when it's finished? Or upload to Amazon?

The URL for Redbrick Limited should be there so curious seekers can find this site and the the forums. Community is important. :D

Also, Kratas and the Companions are still listed as Pre-Order, aren't these out yet?

I have been trying to drum up info on the game and my search was a tad tedious. More info on the game would help potential customers get excited about the game. Most people aren't going to find the forums or another **forum** (like RPG.net). Amazon is good exposure so having more details there (with links to find even more) could help in this area.

Just my two cents...

Title: **Re: Amazon Needs Earthdawn 3e Update**
Post by: **Dammi** on **August 23, 2009, 17:14**

Hiya!

This is something Mongoose need to attend to, but we know amazon is terrible to handle in that regard. I'll pass this on.

Best,

Dammi

Title: **Re: Amazon Needs Earthdawn 3e Update**
Post by: **PenAgain** on **August 30, 2009, 14:31**

Quote from: trechriron on August 23, 2009, 08:56

> Also, Kratas and the Companions are still listed as Pre-Order, aren't these out yet?

Nope. Companions hit the streets in September (possibly pretty early on, given their printing status (way done) as of mid August).

Kratas (ED3 hardcover) is an October release-- the EDC PDF came out last year though, so that may be what you're thinking of?

Title: **Re: Amazon Needs Earthdawn 3e Update**
Post by: **trechriron** on **August 30, 2009, 18:31**

Awesome, I have something to look forward to in SEPT and OCT! ;D

Title: **Re: Amazon Needs Earthdawn 3e Update**
Post by: **PenAgain** on **August 30, 2009, 18:47**

ED3 Ardanyan's Revenge in November (just so you know!)

And, crystal ball says... ED3 Shards Collection Volume 1 in December!

Unfortunately, that's the best my crystal ball can tell me right now. But hey-- that's SOMETHING EVERY MONTH FOR THE REST OF THE YEAR! How sweet is that?

Title: **Re: Amazon Needs Earthdawn 3e Update**
Post by: **trechriron** on **August 30, 2009, 18:54**

Awesome NOS* with Awesome Sauce on top!

* that's NOS injected awesome for 1000% more awesome power!

;D

Title: **Re: Amazon Needs Earthdawn 3e Update**
Post by: **ED_Chronicler** on **August 30, 2009, 19:32**

But NOS has nothing on a Windling + Sprint + Increase Speed + True Air. :-)

Title: **Re: Amazon Needs Earthdawn 3e Update**
Post by: **trechriron** on **August 31, 2009, 07:17**

I will understand that more once I get the books and read them! ;D

Title: **Re: Amazon Needs Earthdawn 3e Update**
Post by: **AJCarrington** on **September 18, 2009, 17:03**

Looks like the 2 core books are now available at Amazon.com.

AJC

Title: **Re: Amazon Needs Earthdawn 3e Update**
Post by: **Nahor** on **October 09, 2009, 23:21**

It looks like they have the guides and companions but nothing else.

Won't Kratas and Ardanyan's Revenge be put on Amazon?

I'd rather order through them because right now the core books are $13.00 cheaper than cover and the companions are $11.00 cheaper. If officially from Amazon rather than a reseller, I can get ground shipping for free, and I'd rather like to save $48.00. :)

Title: **Re: Amazon Needs Earthdawn 3e Update**
Post by: arma on **October 10, 2009, 15:40**

They're both there. Search for the title, not "**earthdawn**" or somesuch.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=7652.0. It is a snapshot of the page as it appeared on Oct 22, 2011 21:37:51 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by drucifer earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: roosta on January 24, 2011, 01:03

Title: **Animate Spirit Object and weapons?**
Post by: **roosta** on **January 24, 2011, 01:03**

The Fifth circle Nethermancer spell, Animate Spirit Object, allows you to animate otherwise inanimate objects. The spirit alters the form of the object to give itself limbs and sensory organs. Now animating a statue is one thing, what would happen if you animated a sword?

Legs would be one possibility - then have the sword running round trying to hack people ankles.

Another would be wings - through probably more associated with a spear or other thrown weapon.

And what about a bow? Could an animated bow draw arrows from a quiver and fire itself?

Now yes, it does mention the mischievous nature of such spirits which might lead to some interesting situations but the possibilities were interesting.

Comments welcome

Title: **Re: Animate Spirit Object and weapons?**
Post by: Drucifer on **January 24, 2011, 03:35**

I assume that the object's limbs are of the same material. Being the kind of GM that I am I would want to know what the player had intended the object to do. A sword with wings?... ok the wings are metal, the sword cannot fly but may be thrown as a very large dart by the player. If you want it to float you should enchant it to do that, so the wings you give it can be used to fly.

In an effort to make stuff like this less likely to be abused by “power” players I would reduce a weapons size characteristic by 1 for every set of limbs added to the weapon.

For example:

A Human 1 handed weapon (Short Sword) is size 3.
The player animates the weapon giving it legs and feet, it is now a size 2 weapon.
Or if they want Arms with hands and legs with feet, then it is a size 1 Weapon that will run about the field grabbing the enemy and holding on while stabbing them in the ankle.

As for the bow, yes the bow could fire itself if it had legs to hold itself up-right and a pile of arrows nearby.

For example:

A Long bow is size 7.

The player animates the weapon giving it Arms with hands and legs with feet, then it is a size 5 Weapon. The equivalent of a self shooting short bow if there are arrows nearby.

Thanks Dru

Title: **Re: Animate Spirit Object and weapons?**
Post by: **roosta** on **January 24, 2011, 16:35**

Interesting idea about reducing the size - I think thats a good idea and would blunt the power gamers.

In part I was trying to understand the thought process behind the whole "it sprouts limbs" part of the spell - what did the original designers envisage. Was it simply the animation of the object so it can move itself or for the object to be able to act independantly to carry out its purpose?

To that end, I agree with your comments about the winged sword, but how about the thrown weapons? A spear is one thing to have running around on a pair of legs but a lot of the damage or penetration of thrown weapons comes from its velocity.

Title: **Re: Animate Spirit Object and weapons?**
Post by: **The Void** on **January 25, 2011, 10:08**

I would suggest ignoring the weapon stats and create the animated version as per how the spell works.

"The spirit provides the object’s intellect, but the magician makes an Effect Test to determine the object’s physical Attributes, allocating the test result among the object’s Dexterity, Strength, and Toughness steps. The gamemaster may exercise his discretion at this stage, deciding which Attributes should have more or fewer steps allocated to them."

Regards

The Void

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=7891.0. It is a snapshot of the page as it appeared on Oct 22, 2011 07:03:55 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn forum** Text-only version

RedBrick LLC Forums

Earthdawn => Sourcebooks => Topic started by: arma on April 24, 2011, 16:32

Title: **arma's easter egg hunt 2011 – what's new with Crystal Raiders?**
Post by: arma on **April 24, 2011, 16:32**

Vod'arr!
It's one of them holidays again, and with our most noble resident Preview Hunter still busy with secret tasks and plans and schemes, some of which might be revealed to you in due course, I'll take it upon myself again to improve upon your holiday experience with some **Earthdawn** news.
Originally, I thought about making a real easter egg hunt throughout the forums, but figured Dammi would kill me if I did (and then resurrect me and use his vile questor powers to imprison me in his dungeon-like cellar to write **Earthdawn** stuff, typing away in a catatonic undead state… "must… write… magic… items…" or something like that).

So, as with the What's new with Cara Fahd X-mas special (http://www.redbrick-limited.com/cms/**forum**/index.php?topic=7577.0), once again, this is a list of things we've added to the revised version of a First Edition supplement, as the question always comes up anyway. That's in addition to the stuff that was already in there or got added right to the core rules.
I've brabbled enough, so let's start after a brief disclaimer:

Brief Disclaimer: Layout isn't finished, so some of the shiny new stuff presented below may not make it through that. Woe betides the author who has to see his imaginings stricken from existence by the graphic designer so you can have a prettier book at a better price. This hurts us more than you. ;)

Adventure Hooks, Frameworks, Campaigns
First edition's Crystal Raiders had its share of hooks, we've added an additional 3 to cover all areas, though.
We have also added 3 adventure frameworks, as we try to do with all the supplements. These are by your very own aforementioned Preview Hunter and to further preview them might cause a disturbance in The Force, so lets just leave it at that.
First Edition's Crystal Raiders also had advice on running adventures and campaign in the Twilight Peaks and among the raiders, which we've also expanded with a "Campaign Themes" section providing suggestions how to handle certain aspects of the crystal raider moots into your games, such as how to handle raiding, Jaspree's Gift, Honor, Privacy, Therans, "Slavery"…
Also along for the ride are ideas how to incorporate non-sailing disciplines into a troll campaign. What's a Beastmaster good for on an airship, and how can you play a Thief among the moots?

Game Information
This chapter is quite similar to some of the new material you found in the revised Cara Fahd. There's guidelines and special optional rules for creating and playing characters from the troll moots, and guidelines for using troll honor in your game. Along for the ride are a couple of new traps and guidelines for "heirloom items" handed down through troll

history.

Goods and Services
Also similar to the revised Cara Fahd, this chapter starts off with instructions for trading and buying things from the raiders or in the peaks.
Then, we go on to deliver a bunch of new stuff.
We have 5 new suits of armor, 7 new materials and styles for the alternate crafting rules introduced in **Namegivers of Barsaive**, a handful of new blood charms, and several items of provender (ever wondered what mountain hardsage extract would do to your elf wizard?).
For your convenience, tables for the most common stone and crystal weapons in both troll and regular sizes.

Magical treasures
We have 7 new threaded items here, along with 4 that were revised from First Edition. Third Edition's template rules mean we don't have to make a 4-rank thread Object for anything and everything, you can now make these yourself, so we can focus on the more interesting stuff.
As **forum** members expressed an interest in threaded items working closely with airships, we have made a few of these. Ever wondered what it would be like to mount a legendary, ancient ballista onto your shiny new drakkar?

Creatures, GMCs
There's 7 new creatures in Crystal Raiders (though I'd recon when venturing into the peaks, you'll worry more about the Bloodlores. That is, until the Horrors still lurking there get you). Of note to say is 3 of them were submitted recently by a first time author following the recent adventure resource open call. So get your homebrew stuff onto paper, folks, and take part in creating your favorite game!
Also, Steven has again typed his fingers bloody to provide you with stats for the important gamemaster characters presented in the fictional parts of the book.

finally: Airships
Along with ye olde Blackfang Stone Drakkar, the revised version here includes several new ships: a "typical raider drakkar" (such as might be used by a minor raider clan), a sample drakkar for each of the nine major moots (Swiftwind drakkars are faster, Blackfang drakkars have more magic, and so on) plus a new small scout ship. And the entirety of Cara Fahd's navy, the Lost Finger (we figured we'd not add an Airships chapter to the revised Cara Fahd for the sake of one ship). You'll notice we've not added all the ships already presented in the core rules again here, as was the case in First Edition. So that's about a dozen new ships, by my count. We don't stop here, though.
Next, we've got a few ship weapons, all revised versions of old weapons (you might have noticed there were no net throwers in the core rules any more, neither a flame cannon in Cara Fahd…), those that we needed some more time to tinker with. We approach ship weapons on more of a holistic level in Crystal Raiders, with a bunch of new guidelines and optional rules. These cover how ship armament is composed (how many fire cannons per vedette?), how to mix armament (there's "Firepower Points" because we know you love build point systems), how many Namegivers it takes to crew a weapon, alternate rules for weapon ranges, rules for costs of a salvo, variant rules for attacks against the crew, ship weapon attack and damage to characters, special ammunition, special weapon effects to further differentiate between weapons… sounds like a lot, and in a way, it IS a big bunch of rules, guidelines, and options for you to configure ship combat and ship use to your liking in a building block fashion. That said, Crystal Raiders isn't the book to solve all of the problems you may have with airships if you want to use them intensively in your game, but it will give you more options without completely scrapping the old rules and making a completely new system. Some feedback and requirements we asked for brought up mixed results, and we tried to meet those which we could without re-inventing the wheel.
Concluding, this chapter also provides quick guidelines on building ships, weaving threads to ships, and what raider ships are worth, and how they relate to other Barsaivian ships of their class.

That's it for today, folks. Soon enough, you'll be able to man your ships and carry the terror that is the crystal raiders into the heart of Barsaive and to the dreaded Thera'in! Abora!

Title: **Re: arma's easter egg hunt 2011 – what's new with Crystal Raiders?**
Post by: **Crusader** on **April 25, 2011, 09:43**

gleeeee!

Title: **Re: arma's easter egg hunt 2011 – what's new with Crystal Raiders?**
Post by: **Mountainshadow** on **April 25, 2011, 10:58**

Sound nice and interesting - like all the stuff you do! :thumbsup:

Title: **Re: arma's easter egg hunt 2011 – what's new with Crystal Raiders?**
Post by: **Drucifer** on **April 25, 2011, 19:49**

The Sky Raiders was one of my favorite covers. Will you be reusing it or getting a new one?

Title: **Re: arma's easter egg hunt 2011 – what's new with Crystal Raiders?**
Post by: **Dammi** on **April 25, 2011, 20:44**

We'll reuse it (for the same reason). :thumbsup:

Title: **Re: arma's easter egg hunt 2011 – what's new with Crystal Raiders?**
Post by: **piotrus** on **May 20, 2011, 19:58**

First, I love those detailed descriptions of what has changed. Any chance those could be done retroactively for older products?

Second, I am not very fond of remakes (I'd rather see completely new stuff, like Kratas and Cathay), but you do a good enough job I've recently decided to give up and buy those, too :)

Third, on the subject of Crystal remake. Would it be possible to see new illustrations of ships (ideally, one picture for each class you describe), and a few deck maps?

I'd love to see a picture that had both a drakkar and a vedette for comparison, for example.

On the subject of vedettes, sourcebooks mention there are both wooden and stone. Perhaps you could clarify that.

Title: **Re: arma's easter egg hunt 2011 – what's new with Crystal Raiders?**
Post by: arma on **May 20, 2011, 20:36**

1) that would be Throal and Serpent River... I don't think it's worth the effort, they had less new material. Especially Throal was a bit thicker a book to start with. Serpent river has more new stuff, but now that it's out, you can look at the Table of Contents on line and see for yourself, so there's less need for a preview. Cara Fahd and Crystal raiders were thinner to start with, and had much of their original game mechanics implemented into the core rules, so we simply could add more. And want to advertise that, of course. ;)

2) Yes, remember: buying **Earthdawn** books makes Mynbruje happy, and that may one day save your character! ;D

3) We've got some ideas for doing those separately (you'd want deck plans as a PDF anyway). Can't say anything about if there is new regular art in there, Dammi might already know. Side-by-side comparisons would be interesting. Maybe we can nudge one of the rendering guys around here into doing something like that.

Vedettes: There's both. Wooden vedettes are really just Theran drakkars, and used by merchants and such (only the military uses stone ships to great extent). They may look differently and work a bit different, different shipbuilding tradition and different methods to propel them. "Vedette" is more a a sice/class of ship than the material it is made from.

oh, forgot:
Character index
We also managed to get one of these done. And a moot index. And, brace yourselves, a ship index...

Title: **Re: arma's easter egg hunt 2011 – what's new with Crystal Raiders?**
Post by: **Raven Bloodeyes** on **May 23, 2011, 06:15**

Quote from: arma on May 20, 2011, 20:36

> oh, forgot:
> **Character index**
> We also managed to get one of these done. And a moot index. And, brace yourselves, a ship index...

Well you didn't forget per se, when you posted the preview those weren't done yet (nor started). But yes.... all three are compiled!!!

Title: **Re: arma's easter egg hunt 2011 – what's new with Crystal Raiders?**
Post by: **Telarus** on **May 23, 2011, 06:37**

:thumbsup:

Title: **Re: arma's easter egg hunt 2011 – what's new with Crystal Raiders?**
Post by: **Dammi** on **May 23, 2011, 07:16**

He was just trying to increase the pressure... ;D

Title: **Re: arma's easter egg hunt 2011 – what's new with Crystal Raiders?**
Post by: arma on **May 23, 2011, 14:57**

"forgot" as in "edited my post" ;)

Title: **Re: arma's easter egg hunt 2011 – what's new with Crystal Raiders?**
Post by: **PenAgain** on **June 20, 2011, 15:11**

I have to say, Crystal Raiders is one of my favorite of the ED3 Nations books--I think the team did a splendid job on this one. Tons of neat new things expanding upon a book that was already very well done.

And the Adventure Frameworks actually serve as (what else?) previews for other upcoming releases. What kind of Preview Hunter would I be if I missed an opportunity like that?

:wink:

Title: **Re: arma's easter egg hunt 2011 – what's new with Crystal Raiders?**
Post by: **grimjaws** on **July 21, 2011, 19:48**

Since the PDF is now available, is there a chance we'll see the print at GenCon?

Title: **Re: arma's easter egg hunt 2011 – what's new with Crystal Raiders?**
Post by: **Anunnaki** on **July 21, 2011, 21:21**

Hiya,

Quote from: grimjaws on July 21, 2011, 19:48
> Since the PDF is now available, is there a chance we'll see the print at GenCon?

We've not seen the early prints arrive yet, so it's more likely not to be available from Mongoose at GenCon. However, it is also possible that Mongoose could get early stock in and make that available at the convention.

In short: as far as we know, it won't be available, but we could be pleasantly wrong. ;D

Take kaer, James

Title: **Re: arma's easter egg hunt 2011 – what's new with Crystal Raiders?**
Post by: **grimjaws** on **July 21, 2011, 22:13**

I'll keep an eye out for it when I pick up Throal, Serpent River and burning Desires.

Title: **Re: arma's easter egg hunt 2011 – what's new with Crystal Raiders?**
Post by: **Anunnaki** on **July 21, 2011, 23:27**

Thanks Grimjaws!

It would be great to know if they end up making it in time for GenCon or not.

Kind regards, James

Title: **Re: arma's easter egg hunt 2011 – what's new with Crystal Raiders?**
Post by: **grimjaws** on **July 23, 2011, 23:46**

Will do, after the job you did with Cara Fahd, I'm really looking forward to getting the other nation books.

Title: **Re: arma's easter egg hunt 2011 – what's new with Crystal Raiders?**
Post by: **Silvereye** on **July 29, 2011, 23:09**

Mongoose are saying they'll have it for Gen con

http://www.mongoosepublishing.com/news/news_item.php?pkid_news=507

Now all I have to do is be patient enough for it to get to my FLGS....

Title: **Re: arma's easter egg hunt 2011 – what's new with Crystal Raiders?**
Post by: **Anunnaki** on **July 29, 2011, 23:51**

Excellent! Its a great book and nicely revised from the ED1 source to ED3 status (new content, etc.).

Title: **Re: arma's easter egg hunt 2011 – what's new with Crystal Raiders?**
Post by: **grimjaws** on **August 01, 2011, 19:34**

Quote from: Silvereye on July 29, 2011, 23:09

> Mongoose are saying they'll have it for Gen con
>
> http://www.mongoosepublishing.com/news/news_item.php?pkid_news=507
>
> Now all I have to do is be patient enough for it to get to my FLGS....

Ha ha! Now I'll just need to find a gap in my schedule to pick it up. :)

Title: **Re: arma's easter egg hunt 2011 – what's new with Crystal Raiders?**
Post by: **grimjaws** on **August 08, 2011, 15:06**

I managed to wrangle a 10 minute break at dash over to the booth and bought *Crystal Raiders*. I am very glad to have made the effort. The book is amazong and I feel ranks right up there with *Cara Fahd* as far as writing quality goes.

Now I debate running a fairly vanilla ED game (all of my players have no exposure to ED) set in Throal (I picked up that Nation book as well), or do I run a crystal raider moot made up of trolls and *newots*?

Decisions, decisions... :-\

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=7577.0. It is a snapshot of the page as it appeared on Nov 23, 2011 12:16:32 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => Sourcebooks => Topic started by: arma on December 24, 2010, 12:46

Title: **arma's X-mas special 2010 - What's New with Cara Fahd?**
Post by: arma on **December 24, 2010, 12:46**

It's December 24th, and as you scholarly cosmopolitans undoubtedly know, here in Germany, we're getting out presents on the 24th. So what's your present?
Our resident blood elf already hinted at it in his recent blog posting. As a Christmas Special, here's a little preview to Nations of Barsaive III: Cara Fahd.
Merry Christmas everyone.

What's new with Cara Fahd?

While on Christmas we're naturally focused on the holidays themselves, this close to year's end, our thoughts also look forward to the upcoming new year. It'll see the *Cathay Gamemaster's Guide* in January, and *Nations of Barsaive III: Cara Fahd* in March. Cara Fahd is a revised version of the first edition book, and with revised books we're always asked by veteran players who already own the book if there's anything new in there, and what. So for this one, during editing, I kept track of it:

Adventure Hooks:
First edition's *Cara Fahd* didn't have any, so we added some. 16, to be specific. They're found all throughout the fiction chapters, and relate to what's presented there. Well, if that doesn't get you hooked yet, let's go on….

NPCs:
Or gamemaster characters, as **Earthdawn** traditionally calls them. There's 2 new ones found along the others that were already present in first edition. So 9 in total, and they all got a full stat block now! And it's good to know Krathis Gron's Social Defense. But we'll get to that later…

Places of Interest:
The chapter on the city of Claw Ridge features 8 new locations to run your players through, including a "Gathering" of Liberators (described in *Namegivers of Barsaive*).

Adventuring in Cara Fahd:
This chapter has seen some expansion with new ideas for setting adventures and campaigns in the Ork Nation.

Game Information, Rules:
There's suggestions and information on how to portray a member of one of the major tribes presented in the book, and an accompanying rules section for creating a character with certain tribal benefits. So should you choose to play an all-ork or mostly-ork campaign, your player characters can still be different enough due to their tribal heritage. There's also some suggestions on illiteracy, as many of Cara Fahd's original inhabitants can't read or write.
Of course, there's also rules for handing in your adventuring journals to the library of Cara Fahd that the fictional part of the book is written for. Who wants to carry their journals all

the way to ye old library of Throal when you can hand it in to the brand new library in Claw Ridge, where you can be among the first to contribute?
And next to the revised Guhvuuhl skill, you'll now also find the Astrology skill used by the Thunderers.
So, this chapter is practically all new, except for the parts on *gahad*, which also have seen some revision and extension.

Goods & Services:
Orks love good food or drink, even if the other races can't appreciate a good measure of *quaalz*. So we got about 15 new items on the provender list here. I won't lie to you, though: half of them are *hurlg* ;) .
Should you complain about that waste of space because your character doesn't like *hurlg* anyway, we have a handful of new melee weapons here to smack your character with. Or another handful of throwing weapons (excluding *hurlg* mugs, we can't be sure if we'll throw these, there might be a sip of delicious thundra *hurlg* left in them). So, 2x5 new weapons. Technically, because there's some cheating involved in those numbers. Spears can be thrown or melee weapons, after all.
To make up for that, we also have 4 new poisons. Don't ask for the Cost, though, we're still leaving that to your GM.

Creatures:
5 New ones, though the Rejruk is just a leaner horse. To make up for that, we have one that doubles as a trap. It's weird, but there's a trap in the creatures chapter, in a sidebar. We like sidebars, they make our books look even prettier. Anyways, watch your step if you hear a "ribbit".

Threaded Items:
4 new General Treasures and 9 Legendary Treasures. So 13 total. Because that's not a lucky number, you can't have some of these. 4 of the legendary ones belong to Krathis', she got these from the Passions themselves. Though she might give you one of them if you prove a valuable ally (or, well... remember the Social Defense bit from above...?). You should really try to get on her good side, because each of the items bestows a new questor power on its bearer. Ever wanted to light the way with Astendar's fire or strike with the Fury of Thystonius?

Character & Tribes Index:
Yes, we made one of these too. Four pages listing all the characters, and another page listing the tribes in the book, with a short description and a page reference on where to find them.

So that's what's new in Cara Fahd. A couple things also had to go, like that strange cannon of that Vuttro fellow or the things already incorporated into the core rules, like the Mount Table.
In the end, we come down to 136 or so pages, so the book got a bit thicker, even with our more compact Third Edition layout.

So, your good intentions for 2011: Buy Nations of Barsaive III: Cara Fahd, it's time to get your ork on!

Title: **Re: arma's X-mas special 2010 - What's New with Cara Fahd?**
Post by: **Anunnaki** on **December 24, 2010, 13:21**

:thumbsup:

Title: **Re: arma's X-mas special 2010 - What's New with Cara Fahd?**
Post by: **Flowswithdrek** on **December 24, 2010, 14:08**

Lots of new stuff sounds good to me. Is there any new artwork or am i just being a greedy boy? It is christmas after all ;D

You mention the adventure hooks, any adventure frameworks?

Title: **Re: arma's X-mas special 2010 - What's New with Cara Fahd?**
Post by: **Dammi** on **December 24, 2010, 14:24**

There will be a new cover for the book, made by Peter Tikos (who also contributed some images to Cathay). The interior artwork is recycled, although there is more artwork in the book than there was with the original--as with our other books, the recycling isn't that obvious.

Title: **Re: arma's X-mas special 2010 - What's New with Cara Fahd?**
Post by: arma on **December 24, 2010, 14:46**

Quote from: Flowswithdrek on December 24, 2010, 14:08

> You mention the adventure hooks, any adventure frameworks?

There's three frameworks, but they're from the first edition version.
We usually only add frameworks if there aren't enough (it varies weirdly in ED1).

Title: **Re: arma's X-mas special 2010 - What's New with Cara Fahd?**
Post by: **werefrog** on **December 24, 2010, 17:38**

Quote

> Anyways, watch your step if you hear a “ribbit”.

Always good advice.

Title: **Re: arma's X-mas special 2010 - What's New with Cara Fahd?**
Post by: **Digger** on **December 24, 2010, 20:55**

Does that mean Im going to have to update my Cara Fahd real world map?

Title: **Re: arma's X-mas special 2010 - What's New with Cara Fahd?**
Post by: **Telarus** on **December 24, 2010, 21:59**

Sweeeeet. :thumbsup:

(and now I'm crawling back through the 1ed ed book looking for that 'Cannon' reference)

Title: **Re: arma's X-mas special 2010 - What's New with Cara Fahd?**
Post by: arma on **December 24, 2010, 23:31**

Quote from: Digger on December 24, 2010, 20:55

> Does that mean Im going to have to update my Cara Fahd real world map?

Not really. Except if it covers, like, single buildings... ;)

Title: **Re: arma's X-mas special 2010 - What's New with Cara Fahd?**
Post by: **Caerid** on **December 29, 2010, 20:40**

Are you keeping the letters calling for Cara Fahd's refounding from 1st ed? Those were great pieces of fiction and really useful for setting tone.

Title: **Re: arma's X-mas special 2010 - What's New with Cara Fahd?**
Post by: **Dammi** on **December 29, 2010, 22:19**

Yep, the *Seeds of Nation* are included.

Title: **Re: arma's X-mas special 2010 - What's New with Cara Fahd?**
Post by: **Caerid** on **December 29, 2010, 22:29**

I'm glad to hear it!

Title: **Re: arma's X-mas special 2010 - What's New with Cara Fahd?**
Post by: arma on **March 04, 2011, 23:00**

So, the Mongoose Shop page for this one now says "Add to cart" instead of "pre-order now"...
;D

link (http://www.mongoosepublishing.com/home/detail.php?qsID=1978&qsSeries=Flaming%20Cobra)

Title: **Re: arma's X-mas special 2010 - What's New with Cara Fahd?**
Post by: **grimjaws** on **March 14, 2011, 20:35**

Quote from: arma on March 04, 2011, 23:00

> So, the Mongoose Shop page for this one now says "Add to cart" instead of "pre-order now"...
> ;D
>
> link (http://www.mongoosepublishing.com/home/detail.php?qsID=1978&qsSeries=Flaming%20Cobra)

Looks like it's time for another call to the FLGS. ;D

Title: **Re: arma's X-mas special 2010 - What's New with Cara Fahd?**
Post by: **rasmusnicolaj** on **March 15, 2011, 14:05**

My friendly local neighbourhood game pusher says she can't get Cara Fahd for me yet? Anybody that knows when it will be available?

Not that I don't mind waiting, but I want my fix now :sick:

Regards
Rasmus from Denmark

Title: **Re: arma's X-mas special 2010 - What's New with Cara Fahd?**
Post by: **Dammi** on **March 15, 2011, 15:32**

Quote from: rasmusnicolaj on March 15, 2011, 14:05

> My friendly local neighbourhood game pusher says she can't get Cara Fahd for me yet?
> Anybody that knows when it will be available?

It is already available. They should contact their distributor or Mongoose directly, we have no power over those processes.

Title: **Re: arma's X-mas special 2010 - What's New with Cara Fahd?**
Post by: **rasmusnicolaj** on **March 15, 2011, 19:16**

Quote from: Dammi on March 15, 2011, 15:32

> It is already available.

:cheerleader: :cheerleader: :cheerleader:

Thanx - Rasmus

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=2760.0. It is a snapshot of the page as it appeared on Oct 25, 2011 11:58:45 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => Core Rules => Topic started by: boxcornersdiety on August 24, 2007, 10:33

Title: **Art**
Post by: **boxcornersdiety** on **August 24, 2007, 10:33**

This thread is to discuss the art appearing in the core rules books.

Overall, I breathed a sigh of relief upon seeing the artwork in the rulebooks. Mostly, things were left as they were. The additions remained in the same style as the original. I just have one complaint.

The cover of the player's compendium has got to go.

I hate to insult an artist, but there is no way around it. What is that in the background? A rock? An earth elemental? Any one of the color plates from the original **Earthdawn** would have been better than this.

Were you allowed to use the original cover? IMHO, it is the most beautiful cover image for any game, ever.

It seems to me that one of the advantages of print on demand is that you could have multiple cover images that the consumer could choose from at checkout. Just a thought...

Title: **Re: Art**
Post by: arma on **August 24, 2007, 11:05**

Hm. I think it's one of the best in the whole series.

Title: **Re: Art**
Post by: **Anunnaki** on **August 24, 2007, 11:54**

Hiya,

We talked about what to use (re-use) for the Player's Compendium and opted for this. *shrugs* Art is a subjective thing.

Take kaer, JAMES

Title: **Re: Art**
Post by: **griton** on **August 24, 2007, 18:04**

I also like the cover art. I think what is in the background is some menacing unknown creeping over the edge of a rock the three adventurers are hiding behind. It's features are masked in shadow leaving it an unknown menace on purpose.

Title: **Re: Art**
Post by: arma on **August 24, 2007, 18:47**

No. On the original piece, the 'menace' was below and to the right of the party.
It's taken out of the EPC cover, though.
The cover presents us with a group of people preparing to battle an unseen (to the viewer) menace, and it is up to the viewer to decide what it could be.
IMO, in this composition, it is a great expression of the major threat adepts in ED face, an enemy you cannot truly understand and perceive. With the coloring, it says there's fire all around, danger on all sides, while at the same time, the last rays of light shine on the group.

Title: **Re: Art**
Post by: **griton** on **August 24, 2007, 18:50**

So then what is the big shadowy thing peeking out from behind the rock?

Title: **Re: Art**
Post by: arma on **August 24, 2007, 19:01**

Some obsolete thing. ;)

Try to hold the two prints directly next to each other, note the change of focus and color, and then regard and interprete the EPC cover as something completely different.
You'l see it then, I guess (hope?).

Title: **Re: Art**
Post by: **griton** on **August 24, 2007, 19:13**

Yup.

Title: **Re: Art**
Post by: **Thasic** on **September 16, 2007, 22:04**

I've always liked this particular piece. I find the expressions on the faces of the heroes very compelling. I also like the way the artist portrays the female troll, feminine yet powerful. A good fantasy art work. As was stated before, art is subjective. I found some of the original works by Laubenstein (spelling may be off) to be terrible. Very unrealistic with all the geegaws hanging off the armor and weapons, just poorly done in my opinion, yet others find his work top notch. Just shows to go you...

Title: **Re: Art**
Post by: **Jaege** on **September 17, 2007, 03:55**

I like this piece too. Not the best of the ED art that is out there, but certainly good. Again, just an opinion. But I have a soft spot for female trolls, being a male troll myself...

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=6413.0. It is a snapshot of the page as it appeared on Sep 29, 2011 22:39:20 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by drucifer earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => Product Feedback => Topic started by: Drucifer on August 01, 2009, 11:44

Title: **As my first post to these forums**
Post by: Drucifer on **August 01, 2009, 11:44**

First I would like to say a few Thank You(s).

Thank you for putting **Earthdawn** back into print & on a shelf.

Thank you for moving the time line up in the new Game Masters book to include all of the FASA materials and none of the Living Room Games materials.

Thank You for making the game once again available for new players.

Thank you for making the books Hardcover with eye catching art.

Thanks you for treating a game I have loved for 15 years with respect.

Title: **Re: As my first post to these forums**
Post by: **hankwoon** on **August 01, 2009, 22:04**

:smokin:

Title: **Re: As my first post to these forums**
Post by: **Raven Bloodeyes** on **August 02, 2009, 02:20**

You're very welcome on all counts!!!

Title: **Re: As my first post to these forums**
Post by: **Dammi** on **August 02, 2009, 17:52**

Thank you! :thumbsup:

Title: **Re: As my first post to these forums**
Post by: **griton** on **August 05, 2009, 22:33**

You're welcome. A lot of time and energy went into them. It's great to hear you're enjoying them.

And not to burst your bubble, but not ALL of the books will be in hardcover, as far as I know.

Title: **Re: As my first post to these forums**
Post by: **Crusader** on **August 06, 2009, 09:08**

Quote from: griton on August 05, 2009, 22:33

> And not to burst your bubble, but not ALL of the books will be in hardcover, as far as I know.

(http://angelinafauxlie.files.wordpress.com/2009/01/khan.jpg)

Title: **Re: As my first post to these forums**
Post by: **Daggnar** on **August 06, 2009, 14:11**

Quote from: griton on August 05, 2009, 22:33

> And not to burst your bubble, but not ALL of the books will be in hardcover, as far as I know.

Not even as an option ?

Title: **Re: As my first post to these forums**
Post by: **Dammi** on **August 06, 2009, 14:21**

Quote from: Daggnar on August 06, 2009, 14:11

> Not even as an option ?

No, because we're not doing Print-on-Demand anymore. We have to decide about the format before commissioning the production of the entire printrun. Doing two formats is simply too expensive.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=6860.0. It is a snapshot of the page as it appeared on Oct 12, 2011 23:47:27 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by drucifer earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => Product Feedback => Topic started by: Drucifer on January 07, 2010, 11:45

Title: **Australian Realms**
Post by: Drucifer on **January 07, 2010, 11:45**

In my never ending Quest to find **Earthdawn** related material... Yes I am a bit of a single minded individual... I have found References to a magazine I have to get. So far I have had very little luck in acquiring the magazines or the PDFs but I am the kind of person that knows... eventually I will succeed...

So here is a quick reference for those of you that might want to know what to look for to add to your own collections.

(http://www.arielarchives.com/P-AR12.jpg) http://www.arielarchives.com/AR12.html (http://www.arielarchives.com/AR12.html)Australian Realms 12
(http://www.arielarchives.com/P-AR13.jpg) http://www.arielarchives.com/AR13.html (http://www.arielarchives.com/AR13.html)Australian Realms 13
(http://www.arielarchives.com/P-AR14.jpg) http://www.arielarchives.com/AR14.html (http://www.arielarchives.com/AR14.html)Australian Realms 14
(http://www.arielarchives.com/P-AR24.jpg) http://www.arielarchives.com/AR24.html (http://www.arielarchives.com/AR24.html)Australian Realms 24
(http://www.arielarchives.com/P-AR25.jpg) http://www.arielarchives.com/AR25.html (http://www.arielarchives.com/AR25.html)Australian Realms 25
(http://www.arielarchives.com/P-AR28.jpg) http://www.arielarchives.com/AR28.html (http://www.arielarchives.com/AR28.html)Australian Realms 28
(http://www.arielarchives.com/P-AR29.jpg) http://www.arielarchives.com/AR29.html (http://www.arielarchives.com/AR29.html)Australian Realms 29

Good hunting.

Dru

Title: **Re: Australian Realms**
Post by: **ED_Chronicler** on **January 07, 2010, 13:06**

Good Luck.

But I also want to point out, just in case you weren't aware.

A couple of those issues, don't have anything about **Earthdawn** in them. One has only an **Earthdawn** Ork poster. So I'd recommend you make sure you know what is in the issues you find.

Title: **Re: Australian Realms**
Post by: Drucifer on **January 07, 2010, 18:24**

I am aware that one of them has only an Ork Poster, I don't know if it is the Play or get out of the way one though. The last one has the cover of the magic book but no mention

of **Earthdawn** in the contents. I would like to get a copy to find out or find some one that has a copy to find out.

Others mention **Earthdawn** on the cover but nothing in the summery so it makes me wonder how accurate the summaries are.

But in questing, the quest it's self is it's own reward.

Thanks
Dru

Title: **Re: Australian Realms**
Post by: **Nahor** on **January 07, 2010, 20:27**

thanks for the find.

what other magazines had ED related material in it? I know a few Dragon (i think) issues had an article or two in it.

Title: **Re: Australian Realms**
Post by: **ED_Chronicler** on **January 07, 2010, 20:59**

I do know that the one with an interview with LouP is gold in and of itself :-).

Title: **Re: Australian Realms**
Post by: **Nahor** on **January 08, 2010, 01:16**

> Quote from: ED_Chronicler on January 07, 2010, 20:59
> I do know that the one with an interview with LouP is gold in and of itself :-).

do you know which magazine and issue # that was? I had a link once that had every side magazine ed was, but can't find it anymore.

Title: **Re: Australian Realms**
Post by: **ED_Chronicler** on **January 08, 2010, 04:56**

The one I'm mentioning is his link to Issue #24 above.

Title: **Re: Australian Realms**
Post by: **Nahor** on **January 08, 2010, 06:03**

> Quote from: ED_Chronicler on January 08, 2010, 04:56
> The one I'm mentioning is his link to Issue #24 above.

ahh

Title: **Re: Australian Realms**
Post by: **vitus979** on **January 10, 2010, 16:34**

This points out something that I've really been annoyed with since the internet got big. Namely abandonware (http://en.wikipedia.org/wiki/Abandonware)*. I'd probably be willing to pay at least some money for a pdf that includes all that stuff, but I'm sure the company went out of business decades ago, and thanks to copyright (and the fact that I'm in the USA) what I'm left with is tantalizing teasers of more **Earthdawn** information that I'll probably never have access to. :(

At least with the German-only stuff I can placate myself with the fact that even if I get

that content I still can't read it. ;D

* it's not that this is a new thing, it's just that with the internet you can more easily find information about abandonware than you ever could have in the past.

Title: **Re: Australian Realms**
Post by: **Mountainshadow** on **January 11, 2010, 18:33**

Ok, here are some other mag's with ED content besides the German fanzine "Wunderwelten" that I got my fingers on:
Shadis#48 By the Book - an adventure in and about the Great Library
Pyramid#10 From Kaer to Eternity - ideas and concepts concerning kaers
Pyramid#16 Kier-E-Keth & Papa Fish an ED Legend
Shadis#24 Keys to the City - part I of the Causoban article from the ED Journal
Shadis#42 Wonders of Barsaive - new ED treasures
InQuest#36 Into the Exile Zone - another adventure
and some issues of the German fanzine Envoyer

Title: **Re: Australian Realms**
Post by: **ED_Chronicler** on **January 11, 2010, 19:12**

Earthdawn Magazine Articles

Article Magazine
A Whiff of Danger - Adventures Unlimited #2 (Summer 1995)
By the Book - Shadis #48 (Jun 1998)
Emergence - Shadis #45
From Kaer to Eternity - Pyramid #10 (Nov/Dec 1994)
Heckel & Kooch's Heroes Guild and Emporium - White Wolf Magazine #47
Lore of Legend - Pyramid #18 (Mar/Apr 1996)
Wonders from Beyond Barsaive - Shadis #42

==========

Here's a list I came across out there among the astral realms.

Title: **Re: Australian Realms**
Post by: **Nahor** on **January 11, 2010, 19:54**

thank you guys.

when i am more fiscally able, ebay here i come! :P

Title: **Re: Australian Realms**
Post by: **vitus979** on **January 12, 2010, 00:42**

> Quote from: Mountainshadow on January 11, 2010, 18:33
> Pyramid#10 From Kaer to Eternity - ideas and concepts concerning kaers

Tangent: is this how kaer is pronounced? Like here, fear, deer, near, steer, etc...

I always pronounced it like care, stare, dare, bear, fair, etc...

Title: **Re: Australian Realms**
Post by: **Nahor** on **January 12, 2010, 03:06**

Quote from: vitus979 on January 12, 2010, 00:42

> Quote from: Mountainshadow on January 11, 2010, 18:33
>
> > Pyramid#10 From Kaer to Eternity - ideas and concepts concerning kaers
>
> Tangent: is this how kaer is pronounced? Like here, fear, deer, near, steer, etc...
>
> I always pronounced it like care, stare, dare, bear, fair, etc...

i prounounce it how you do.

For all i know it could be a long "I" sound like Ire, Dire, Fire, etc.

Title: **Re: Australian Realms**
Post by: **Raven Bloodeyes** on **January 12, 2010, 04:21**

kaer... I do care, stare, etc.

That's the joke in James' posts: " Take kaer " ;)

Title: **Re: Australian Realms**
Post by: **Nahor** on **January 12, 2010, 05:21**

Quote from: Raven Bloodeyes on January 12, 2010, 04:21

> kaer... I do care, stare, etc.
>
> That's the joke in James' posts: " Take kaer " ;)

I was hoping it was a real English word, but I have not found it in a dictionary.

Title: **Re: Australian Realms**
Post by: **ED_Chronicler** on **January 12, 2010, 17:16**

I think, cairn is the basis for the kaer, just change a few letters.

Title: **Re: Australian Realms**
Post by: **vitus979** on **January 13, 2010, 01:18**

Quote from: Raven Bloodeyes on January 12, 2010, 04:21

> That's the joke in James' posts: " Take kaer " ;)

Right, which is why "From kaer to eternity" caught me really strangely. Because it's "From HERE to eternity", and in order for THAT play on words to make sense it would have to rhyme with deer, fear, clear, etc....

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=2461.0. It is a snapshot of the page as it appeared on Nov 16, 2011 07:26:46 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: Thorik on June 13, 2007, 11:45

Title: **Badlands**
Post by: **Thorik** on **June 13, 2007, 11:45**

Hello,
I'm after some indepth information about the Pre-Scourge Badlands. I've read the background in the 'Survival Guide' (P60), but this only really gives details on the post-scourge Badlands.

Can anyone tell me the following, and where I can read more information on it.

1: What was the area called? Before the **Earthdawn** captain re-named it (silly captain :bang:).

2: Was it a City state? If it was, what was its capital?

Thanks.

Title: **Re: Badlands**
Post by: **Dammi** on **June 13, 2007, 11:54**

Hiya!

Quote from: Thorik on June 13, 2007, 11:45

> 1: What was the area called? Before the **Earthdawn** captain re-named it (silly captain :bang:).

This question cam up onthe old forums as well IIRC. The answer is that the Badlands weren't Named before they became the Badlands.

Quote from: Thorik on June 13, 2007, 11:45

> 2: Was it a City state? If it was, what was its capital?

No, it refers to the great cities in Barsaive--Travar, Kratas, Urupa, etc. They are all independent, albeit they are mostly allied with Throal.

Best,

Dammi

Title: **Re: Badlands**
Post by: **Thorik** on **June 13, 2007, 12:16**

Thanks Dammi, (quick reply)

If there is no written material on the area then I'll have to just create a history for the place. My party have just decided to pay some interest in the area, and caught me on the

hop.

They where talking to an agent of Mountainshodow and one of my party called the place 'The Badlands' the agent asked them not to call the place by that name as that is part of the reason why the area is not healing. So (I sould have seen this coming) they asked what to call it. The only responce I came up with was that the agent had never though to ask that. This has now got my parties curiosity and now they are on a mission to go find out.

So I threw a forced adventure onto them while I come up with something.

Has anyone come up with any history on the area?

Thorik.

Title: **Re: Badlands**
Post by: arma on **June 13, 2007, 12:18**

I once planned to do several adventures relating to history in the Badlands and did some work on them (though we created new characters before that happened).
From ED1 material, there wasn't much that was usable. I guess the only thing was that the badlands were a very fertile area before the Scourge.

-> GM's wildcard, make it up.

Title: **Re: Badlands**
Post by: **Cutlass** on **June 13, 2007, 13:43**

You might want to check FASA's Badlands scourcebook for Shadowrun, sure it's in the far future but it might give you some inspiration and idea's.

I've never GM 'ed in the Badlands before but if I do (and I will) I plan to use the Invae as the focus of the adventure.

Title: **Re: Badlands**
Post by: **Mataxes** on **June 13, 2007, 14:29**

Quote from: Cutlass on June 13, 2007, 13:43

> You might want to check FASA's Badlands scourcebook for Shadowrun,

I've never heard of this book before. Which one is it?

Title: **Re: Badlands**
Post by: **Cutlass** on **June 13, 2007, 14:55**

I believe the correct title was "Target: Wastelands" for Shadowrun 3rd edition.

Title: **Re: Badlands**
Post by: **Sethariel** on **June 13, 2007, 14:56**

From what I remeber some parts of Badlands (those near Mist Swamps) were once a part of Scavian territory.

Title: **Re: Badlands**
Post by: **Grinder** on **June 13, 2007, 15:19**

Yup. The Scavian territory south of the now-Mist Swamp.

Title: **Re: Badlands**
Post by: **schlake** on **June 15, 2007, 17:22**

> Quote from: Thorik on June 13, 2007, 11:45
> Hello,
> I'm after some indepth information about the Pre-Scourge Badlands. I've read the background in the 'Survival Guide' (P60), but this only really gives details on the post-scourge Badlands.
>
> Can anyone tell me the following, and where I can read more information on it.
>
> 1: What was the area called? Before the **Earthdawn** captain re-named it (silly captain :bang:).
>
> 2: Was it a City state? If it was, what was its capital?
>
> Thanks.

I have no books handy, and no notes saved from the FASA days on that area. I do know that the Badlands is an area of major interest of Mountainshadow, and the most likely reason would be that Thera has a foci there. But I have this vague memory that a major Elven city from about 4000 years before the founding of Throal might be there as well. No facts handy to back any of this up though.

Title: **Re: Badlands**
Post by: arma on **June 15, 2007, 18:39**

You might mix this with the Mist Swamps? (At least, it would be the same there)

Title: **Re: Badlands**
Post by: **Tarliman** on **June 16, 2007, 01:35**

> Quote from: schlake on June 15, 2007, 17:22
> I have no books handy, and no notes saved from the FASA days on that area. I do know that the Badlands is an area of major interest of Mountainshadow, and the most likely reason would be that Thera has a foci there. But I have this vague memory that a major Elven city from about 4000 years before the founding of Throal might be there as well. No facts handy to back any of this up though.

4000 years before the founding of Throal would put it back into the Third World. A World is only about 5200 years long, cf. the Mayan calendar. Throal has been around for about 1500 years. We're past the point where the Scourge should have ended, and it was 500 years long. Therefore, Throal was founded somewhere around 1000 years before the Scourge, which would put it at roughly 1600 years into the Fourth World.

Somebody check my calculations, but I'm pretty confident of those numbers.

Title: **Re: Badlands**
Post by: **hankwoon** on **June 16, 2007, 05:21**

I doubt The Badlands had a single name prior to now. It was a land renown for its agriculture, so prior to Theran occupation it was most likely home to countless independent city-states, towns, and villages. There was probably no central government to the area or any kind of unification, so it wouldn't have had a unique name that covered the entire region. Since its primary source of income was from agriculture, we can safely assume that most of these cultures were based on landed-aristocracy, and they probably warred with each other quite a bit.

When the Therans arrived they consolidated control, but probably didn't feel it necessary to name the area, instead just naming the entire province (Barsaive).

Title: **Re: Badlands**
Post by: arma on **June 16, 2007, 12:18**

> Quote from: Tarliman on June 16, 2007, 01:35
>
> 4000 years before the founding of Throal would put it back into the Third World. A World is only about 5200 years long, cf. the Mayan calendar. Throal has been around for about 1500 years. We're past the point where the Scourge should have ended, and it was 500 years long. Therefore, Throal was founded somewhere around 1000 years before the Scourge, which would put it at roughly 1600 years into the Fourth World.
>
> Somebody check my calculations, but I'm pretty confident of those numbers.

Yep, and in fact as far away from magic as can be:

Assuming the peak of the (5200 year) cycle fell into the middle of the Scourge and the Scourge is 400 years long (500 being what the therans said and a lie -- these 100 years don't make that much of a diofference, though)).
Now, this leaves 2400 years on either side of the Scourge (or 2600 on either side of the peak) for the 4th world to exist.

Now, we're somewhere at 2900 in the 4th world.
-4000TH would be 2600 years into the 3rd world, which is the "low" of magic.

Title: **Re: Badlands**
Post by: **schlake** on **June 16, 2007, 17:33**

I was way off in my date guess. And I looked around at bit in my books and I couldn't find anything.

Title: **Re: Badlands**
Post by: **General Ashnak** on **June 18, 2007, 01:01**

A recent ED campaign centered around the Badlands and attempting to Re-Name it. The capaign was very high level and a bit over the top but I will ask the GM for the capaign notes and post some of the bits and bobs from it. He had created a pre-Scourge Name, determined how the area was organised, Named a number of cities and created a bunch of Horrors who's goal was to expand the influence of the Badlands. It will take me a while to get the info - I saw him on the weekend but forgot about this thread! Yopu can take what you like from his ideas and discard the rest :)

Title: **Re: Badlands**
Post by: **Grinder** on **June 18, 2007, 08:23**

My group is currently in 8th-9th circle and has a couple of things to do before they can head for another big quest - re-Naming the Badlands would be a cool one. I will be grateful for everything you post here about the campaign and the notes of your GM. :)

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=6911.0. It is a snapshot of the page as it appeared on Nov 23, 2011 22:04:20 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by dammi earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => Magical Theory => Topic started by: Flowswithdrek on January 26, 2010, 01:11

Title: **Ball of Earth - Dish of Water**
Post by: **Flowswithdrek** on **January 26, 2010, 01:11**

So I have an idea for an adventure and I want to incorporate the old Magiometer (ball of true earth hovering above a dish of true water) into part the plot or at least have some kind of encounter that focuses on it or around it.

So I have the following questions.

1. Does this device used so widely in Barsaives kaers have a name? Magiometer does not really cut it for me.
2. From memory the Magiometer gets mentioned in the fluff from time to time but is there any official cannon on the device? I have all 1st 2nd & 3rd edition back catalogue but it could take days to find! And I can't remember reading much detail about it.
3. If it does not have a name has anyone any suggestions what it should be called?

Cheers

Title: **Re: Ball of Earth - Dish of Water**
Post by: **Citizen Joe** on **January 26, 2010, 01:40**

I think it is called an elemental clock.

Title: **Re: Ball of Earth - Dish of Water**
Post by: **ED_Chronicler** on **January 26, 2010, 04:24**

what Citizen Joe said, pretty sure he's right.

Title: **Re: Ball of Earth - Dish of Water**
Post by: Dammi on **January 26, 2010, 07:13**

Hiya!

It's not a device that has a name. It's a magic ritual from the *Book of Tomorrow*. The relevant text you are looking for is found in the **How It Came To Pass** chapter, in the **The Time of Hiding** section (***Gamemaster's Guide***, p.14; but found in all editions of the game):

Quote

> Those kaers that hold copies of the Throalic Book of Tomorrow know the magic ritual that will tell them when they may safely re-enter the world. Those lacking this ritual must guess and hope. The magic itself is basic: a simple ball of True earth is enchanted and placed over a dish of True water. The magics of the ritual keep the ball suspended over the water. As the strength of the

> world's magical aura wanes, and the Horrors are forced to retreat,
> the ball of True earth descends until it finally touches the True
> water and the two mix.

In regards to Elemental clocks, I dimly recall that there is one in Throal (can't check that one right now), but that one is for timekeeping--as the name implies.

Best,

Dammi

Title: **Re: Ball of Earth - Dish of Water**
Post by: **ED_Chronicler** on **January 26, 2010, 11:20**

Page 29: EDC (In the Timeline section)

Summary: Magic Level of the World stabilizes and *Elemental Clocks* cease to drop.

Title: **Re: Ball of Earth - Dish of Water**
Post by: Dammi on **January 26, 2010, 12:29**

Hiya!

Good one, I didn't see it up there (it's also on p.14 on the ***Gamemaster's Guide***)! The timeline wasn't part of the original text, which doesn't mention that term at all. Wonder where it came from. Perhaps it was coined as term in a later ED1 book somewhere?

Best,

Dammi

Title: **Re: Ball of Earth - Dish of Water**
Post by: **Flowswithdrek** on **January 26, 2010, 13:07**

Thanks for the replies guys, that will give me plenty to work on :thumbsup:

Title: **Re: Ball of Earth - Dish of Water**
Post by: **ED_Chronicler** on **January 26, 2010, 17:57**

Barsaive Boxed Set:

* Magic Level Indicators (Page 17: Of the Ending of the Scourge)

so far the only mention of it I've found in ED1 books.

Title: **Re: Ball of Earth - Dish of Water**
Post by: **Telarus** on **January 27, 2010, 04:39**

Was there a description in the Longing Ring, while J'role was still in his Kaer?

Title: **Re: Ball of Earth - Dish of Water**
Post by: **moonl1te** on **February 12, 2010, 12:18**

Just read the book and I'm pretty sure the device wasn't mentioned.

Title: **Re: Ball of Earth - Dish of Water**
Post by: **Flowswithdrek** on **February 12, 2010, 13:17**

> I flicked through the first few chapters as I thought it might have been mentioned in them when J'role was a child or when he goes back to find his father but I didn't come across any mention of it. But i was just skim reading.

Title: **Re: Ball of Earth - Dish of Water**
Post by: Dammi on **February 12, 2010, 14:27**

> The Lost Kaer novel might be a good source as well.

Title: **Re: Ball of Earth - Dish of Water**
Post by: **Flowswithdrek** on **February 12, 2010, 18:11**

> I have been looking on ebay every so often for that one. It will be mine one of these days!

Title: **Re: Ball of Earth - Dish of Water**
Post by: Dammi on **February 12, 2010, 19:42**

> Does Stiggybaby have any left? I know they were selling them cheaply last year.

Title: **Re: Ball of Earth - Dish of Water**
Post by: **Flowswithdrek** on **February 12, 2010, 19:57**

> Cheers I will check them out and see if they have it.

Title: **Re: Ball of Earth - Dish of Water**
Post by: **Flowswithdrek** on **February 12, 2010, 20:24**

> Stiggybabys site appears to be down. Only the home page is up. But Got the lost kaer from amazon for 37 pence! cant complain about that :)

Title: **Re: Ball of Earth - Dish of Water**
Post by: Dammi on **February 12, 2010, 21:17**

> It's a great novel--epic win! :thumbsup:

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=3895.0. It is a snapshot of the page as it appeared on Nov 12, 2011 15:06:22 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: yukongil on July 30, 2008, 21:24

Title: **Barsaive Timeline**
Post by: **yukongil** on **July 30, 2008, 21:24**

Hey guys and gals,

been a very long time since I was on these boards, in fact I had to create a new account ;D

anyways, I'm about to start running a new ED game based around Landis and the very few survivors from it. I'm trying to hunt down all the info I can on it, though that is not much to say the least (best source is the Cara Fahd book, if you want to know), but the timeline for some of the wars confuses me. In the main book it says that Landis, Cara Fahd and Ustrect fell to the Scourge partially because they wasted too many resources fighting the Orichalcum Wars, which in the ED timeline ended around 450 TH, if the Scourge didn't begin in earnest until 1020 TH, what the frell did they do with the other 600 years? They couldn't have fell in between that time as the **Earthdawn** was sent to Landis on its second mission, which would indicate that they believed they had survived the Scourge, not crashed and burned 600 years prior.

any help or thoughts on this would be appreciated.

Oh and to the Red Brick guys, great work on the books, while I don't agree with some of your changes, I absolutely love your setup and the work you put into the books, especially the really nifty little time line boxes in the Players Handbook.

Title: **Re: Barsaive Timeline**
Post by: **Raven Bloodeyes** on **July 30, 2008, 23:05**

The Orichalcum Wars set up much of the rivalry between those three places that continued from the wars until the Scourge and all..... (is one way of looking at it ;))....

Title: **Re: Barsaive Timeline**
Post by: arma on **July 30, 2008, 23:36**

another is:
with the devastation, weakened economy, and loss of manpower, these kingdoms could not make the same efforts to prepare as others.

There are people living in Cara Fahd and Landis and there are kaers in these areas that survived, but they couldn't rebuild their kingdoms.

It's the *kingdoms* that didn't make it, it's not that all of their *inhabitants* were killed.

Title: **Re: Barsaive Timeline**
Post by: **Rogan Rubyeye** on **July 31, 2008, 16:12**

There were a few off-hand mentions of Landis regarding the early pre-Scourge years in the rulebook and Barsaive Boxed Set*. Most of the real detail about the regio is indeed in the Cara Fadh sourcebook, but that was released several years later when much more of Barsaive had become defined by FASA.

* The Invae Burnings - apparently really hit Landis cities quite hard. Wraiths stalking the ancient city streets of Maldoran? Marbeeg falling to a certain Horror those acquainted with the Infected scenario may know. Strange burial mounds and the "People from under the Hill" legends etc.

There is probably some other stuff nestled away inside the Vivane Boxed Set too.

Title: **Re: Barsaive Timeline**
Post by: **yukongil** on **July 31, 2008, 16:26**

Quote from: arma on July 30, 2008, 23:36

> another is:
> with the devastation, weakened economy, and loss of manpower, these kingdoms could not make the same efforts to prepare as others.
>
> There are people living in Cara Fahd and Landis and there are kaers in these areas that survived, but they couldn't rebuild their kingdoms.
>
> It's the *kingdoms* that didn't make it, it's not that all of their *inhabitants* were killed.

right, but again the destruction of the Kingdom according to the timeline would be like 450 TH, easily knowable by Throal who then sent the **Earthdawn** to them after the Scourge had ended.

Personally I'm thinking of extending the Orichalcum Wars, at least between Ustrecht, Cara Fahd and Landis till about 900 TH, to better fit and make a little more sense.

Title: **Re: Barsaive Timeline**
Post by: **Rogan Rubyeye** on **July 31, 2008, 18:26**

Consider also that although the sealing of Thera dictated the "start" of the Scourge, there were many manifestations of the Horrors and their agents before that date. Communities were isolated and communications between settlements would have been very perilous. In some respects, such kingdoms would be technically those in name only during this period, as prcatically they couldn't enforce their rules/law beyond the main city housing their ruling body.

Title: **Re: Barsaive Timeline**
Post by: **yukongil** on **July 31, 2008, 19:30**

Quote from: Rogan Rubyeye on July 31, 2008, 18:26

> Consider also that although the sealing of Thera dictated the "start" of the Scourge, there were many manifestations of the Horrors and their agents before that date. Communities were isolated and communications between settlements would have been very perilous. In some respects, such kingdoms would be technically those in name only during this period, as prcatically they couldn't enforce their rules/law beyond the main city housing their ruling body.

again true, but the fall of these nations would have occured **600 years** before the sealing of Thera. I would figure if that's not enough time for the world to know that a nation has collapsed then nothing is.

Title: **Re: Barsaive Timeline**
Post by: **Rogan Rubyeye** on **August 07, 2008, 15:21**

yes, that would seem a little noticable by a large Empire maintaining trading links etc with it's vassal states. Unless it was one of those secret underground societies of dwarf conspiracy theorists that don't even know if they exist themselves... ;)

Title: **Re: Barsaive Timeline**
Post by: **hankwoon** on **August 07, 2008, 20:17**

The Orichalcum Wars did cripple Landis, and forever after they ceased being a major player. However, by the time the Scourge arrived, the monarchy was so corrupt and ineffective that they failed to create an adequate amount of kaers and citadels for their population, instead poring a lavish amount into their three main citadels: Vava, Tisoara, and Kelensk (none survived). Some believe that Cathon Grimeye's curse helped in the downfall of Landis, and others believe the curse continues to work against the Landisians today.

In short, the kingdoms survived until the Scourge, they just weren't world powers by then (think of the decline of the Western Roman Empire circa 3rd, 4th, & 5th centuries C.E.).

More info about Cara Fahd & Landis will be available in the forthcoming *Nations of Barsaive Volume II* & *Lost Dynasty* books.

Title: **Re: Barsaive Timeline**
Post by: **yukongil** on **August 07, 2008, 21:23**

600 years seems like an awfully long time not to get your shit together. Plus that still doesn't tell me why Throal would send the **Earthdawn** to them first. How about a nation that still existed before we went into the kaers?

Anyways, I've decided to move up the timeline for the Orichalcum wars so that they ended about 900 TH.

Title: **Re: Barsaive Timeline**
Post by: arma on **August 07, 2008, 23:53**

You're aware that there have been cities that had full time to prepare, and they still were destroyed?
It's not just digging a hole in the ground and drawing a rune on the door.
You're over-interpreting the flight of the **Earthdawn**, too.

Title: **Re: Barsaive Timeline**
Post by: **hankwoon** on **August 08, 2008, 03:42**

Yeah, like for Landis they made three great citadels, and all three were destroyed. A lot of the lesser kaers and citadels were destroyed too, but that was more because the monarchy just neglected them. I think the Orichalcum Wars had less to do with it than just the path the kingdom took *after* the Orichalcum Wars (namely one of apathy and stagnation).

Title: **Re: Barsaive Timeline**
Post by: **yukongil** on **August 11, 2008, 20:12**

Quote from: arma on August 07, 2008, 23:53

> You're aware that there have been cities that had full time to prepare, and they still were destroyed?
> It's not just digging a hole in the ground and drawing a rune on the door.
> You're over-interpreting the flight of the **Earthdawn**, too.

ok, how so? Did they not fly to Landis on their second voyage and disappear? The question is why send this important vessel to a kingdom that no longer existed even before the Scourge. That's like if nuclear war started tomorrow and as soon as America reemerges from its bunkers they send the first and most important vessel to Rome to see if the Romans are ok.

Title: **Re: Barsaive Timeline**
Post by: arma on **August 11, 2008, 22:05**

Here's what it says, emphasis mine

Quote from: EPC

> King Varulus alters Vaare's mission, and orders her to take the **Earthdawn** to the largest kingdoms first.
> The ship sails for Landis, but never arrives.

The **Earthdawn** is sent to visit all the large kingdoms, and it simply goes to Landis first. Makes sense, because it is on the other side of Barsaive, and you can take a look at other places on the way there.

Anyway, still true: Landis is not "dead" after the Orichalcum Wars.
Look at "Race to the Shelters" (p. 27 EPC), even after the war Landis is mentioned en par with Throal (because it might just be the second largest nation to make it to the kaers).
Or see p. 48 of Vivane Box "Vivaine Province" book.

The Wars did not destroy Landis. The Scourge did.
The Throalites did not know that, so they send their ship to the second largest kingdom known and friendly to them.

Title: **Re: Barsaive Timeline**
Post by: **yukongil** on **August 11, 2008, 22:29**

It states pretty clearly in the few places Landis is mentioned, mostly the Cara Fahd book, that the Orichalcum Wars is what doomed Landis. That is fine, the problem comes into the picture that the Orichalcum Wars were 600 years before the Scourge, and thus my statement that if they couldn't get their stuff together in 600 years, then something was very wrong.

For the Orichalcum Wars to have any impact on the ability of a nation of that size it needs to have happened shortly before the Scourge IMO. So I moved it in my game to having ended about 900 TH, enough time for the Therans to get their Orichalcum, which they were still getting throughout the wars anyways, so no big problem there. And leaves little time for a kingdom to turn it self around and thus fall prey to the Scourge.

again IMO they left too much time open for the events that occured pre-Scourge. A couple of hundred years pass between major events without any consideration of what that much time does to those situations. Your mileage may very, but it stands out as an inconsistency to the game to me. But that really only becomes a problem when you are playing in a Pre-Scourge game and such backdrops come forward a bit.

Title: **Re: Barsaive Timeline**
Post by: **The_Gun_Nut** on **August 11, 2008, 22:37**

You are forgetting one critical detail: Hindsight.

After the kaers opened their doors, after Throal sent out the **Earthdawn** and other explorers, AFTER making contact with other nations and finding the ruins of Landis and

reviewing history, it becomes obvious that the Orichalcum Wars were the critical event that doomed Landis. The "nobles" there at the time were too wrapped up in their own problems to worry about something that was centuries away. For historical precedence, look no further than our own real history. People have ignored dire warnings about energy dependence, global warming, CFC's, etc. until the problem smacks them right in the face. By then only herculean tasks can set things right, if at all.

Title: **Re: Barsaive Timeline**
Post by: **hankwoon** on **August 11, 2008, 22:50**

Again, for clarification, **Landis did exist as a kingdom all the way up to the Scourge.** The last king of Landis died during the Scourge. However, Landis was in a steady decline beginning with the Orichalcum Wars and ending with the Scourge.

Edit to add: Therefore, it is perfectly reasonable for Throal to have sent an expedition to Landis, since as far as they knew it survived as a kingdom.

Title: **Re: Barsaive Timeline**
Post by: arma on **August 11, 2008, 23:18**

Also: preparations for the Scourge did take centuries.
After all, the Orichalcum wars happened because Thera's preparations were already going on sime time, they got their hands on every bit or orichalcum they could get.
It might have taken only a hundred years to build a kaer, but you had to gather all your resources in the time before that to make sure you had everything ready and to pay the therans' price.

Obviously, Landis couldn't pay enough because of its weakened state.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=6716.0. It is a snapshot of the page as it appeared on Nov 16, 2011 12:44:49 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: Stacie_GmrGrl on November 10, 2009, 03:26

Title: **Basic NPC Stats**
Post by: **Stacie_GmrGrl** on **November 10, 2009, 03:26**

I'm new to **Earthdawn**, i have both the PG and GMG and both are fantasic. I love this game, going to get the companion books as well. So I'm a new girl to the world of **Earthdawn**...

So, as a neubie to **earthdawn**, i was wondering if anybody has done up some stats on basic npc's in the world.. you know, bartenders or innkeepers, shopkeepers, those pesky towns guards that try to thwart the adepts attemtps at chicanery, those ugly ork scorchers (unless your an ork, then not ugly ;)), nasty theran slavers, etc....and if so, can I like, you know, use some of what you have.

This game is fascinating, one that I want to try running someday. Any help would be sweet. Thanks in advance.

Oh, what advice would you have for a new gm to **earthdawn** besides running the demo adventure?

Title: **Re: Basic NPC Stats**
Post by: arma on **November 10, 2009, 03:50**

Hi,

Quote from: Stacie_GmrGrl on November 10, 2009, 03:26
> i was wondering if anybody has done up some stats on basic npc's in the world..

we've done them, but because of space constraints, they're in the Gamemaster's Companion. ;)

Title: **Re: Basic NPC Stats**
Post by: **Dammi** on **November 10, 2009, 07:04**

Quote from: Stacie_GmrGrl on November 10, 2009, 03:26
> Oh, what advice would you have for a new gm to **earthdawn** besides running the demo adventure?

Don't let yourself intimidate by the rules, only use the stuff you need (i.e. what the characters and your baddies have).

Title: **Re: Basic NPC Stats**
Post by: **avantio** on **November 10, 2009, 14:07**

for typical NPC's I use supplied 1st cricle adepts - just look at the attributes and choose some skills and voila!

Do not go into too much detail in casual NPC's like guards or innkeepers... If You make

them detailed You burden Yourself with the need to remember the names and who was where. Players like to go back to people they know and remember - however, Players have much less on their head than GM, and it's not fun or nice to be reminded by a player that You forgot that my favorite inkeepers' name was Jovacs! He lives in that small town of Dirthill.....

You get the point :)

Title: **Re: Basic NPC Stats**
Post by: **Slimcreeper** on **November 10, 2009, 14:22**

I have a piece of paper per location with NPC's names on it and a brief description. So when the characters go back to Dirthill, they go in to the bar and I look at the paper and find:

Jovacs - barkeep, super friendly. eye-patch.

If they get into a fight I don't expect and I don't want to be bothered with finding or working up a stat block, I just pick attack steps and defenses that are similar to the players, maybe a little lower. Then they surrender or fall out when they take a wound.

Title: **Re: Basic NPC Stats**
Post by: **Raven Bloodeyes** on **November 12, 2009, 07:09**

Getting used to the lower Steps can help speed things up (say 4 through 14 or so)... that can keep multiple tables of the Step Chart up for you and the players so its handy when anyone needs to look it up.

The hardest opponents to use vs the players are adepts... using monsters or non-adept NPCs for a bit can help keep your options as a GM smaller and simpler.

Be prepped for crazy rolls.... a windling can kill Verjigorm in one shot with a sling... the odds are INSANELY small, BUT still CAN realistically happen.... such extreme rolls are by their nature very RARE, but even unexpected big rolls can hurt PCs more than you expect or let the PCs beat something down easily that should have been hard... be ready to accommodate this

Have fun! It's your Barsaive!!!

Title: **Re: Basic NPC Stats**
Post by: **Kasbak** on **November 12, 2009, 15:49**

Keep a list of NPC names you like handy during play. Often the players will want to talk to someone you haven't had time to create, so you need to come up with something on the fly, and having a name ready will keep things running smoothly and give the game more life than just having them talk to 'the innkeeper'.

Title: **Re: Basic NPC Stats**
Post by: **Stacie_GmrGrl** on **November 14, 2009, 20:08**

Thanks for the information i like it. :) Especially the keeping a list on different locations and names and that quick little descriptive bits...I never think of things like that...

Thank you.

Guess I'll just have to get the Compainion books now...was going to anyways so you didn't convince me to get them, I love this game. And it is my barsaive. That means I

can do anything I want to do with it. Let's hope I don't have to make it explode someday, although that could be fun ;)

Title: **Re: Basic NPC Stats**
Post by: **slayride** on **November 14, 2009, 20:35**

The ***Gamemaster Companion*** will help a lot, as it has gamemaster character statistics from everything to city guards to merchants to barkeeps to scorchers. There are 14 non-adepts on 7 pages which are generally useful at low Circles and 15 Second to Eleventh Circle adepts for the core 15 Disciplines based on the ***Player's Guide*** archetypes.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=7948.0. It is a snapshot of the page as it appeared on Nov 20, 2011 22:28:59 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by drucifer earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Players => Topic started by: Warden-UK on May 19, 2011, 19:08

Title: **Blood Wounds & Healing**
Post by: **Warden-UK** on **May 19, 2011, 19:08**

I see this kind of text a lot throughout the blood magic chapter.

"An adept who breaks a familiar blood oath suffers 3 Blood Wounds that cannot be healed for a year and a day. He may attempt to heal these wounds with healing potions as described above."

Just to confirm, a blood wound cannot be healed until a year and a day at least, and then the process on page 123 with the healing potion is used?

Title: **Re: Blood Wounds & Healing**
Post by: **Dammi** on **May 19, 2011, 19:19**

Yep. :)

Title: **Re: Blood Wounds & Healing**
Post by: **arma** on **May 19, 2011, 19:26**

Quote from: Warden-UK on May 19, 2011, 19:08

> Just to confirm, a blood wound cannot be healed until a year and a day at least, and then the process on page 123 with the healing potion is used?

No.
Don't listen to that crazy man who has posted before this, he's working in IT, probably doesn't have a sliver of sanity left... ;D

As it says in the introduction to the Blood Wound rules:
"can only be healed after a certain length of time, **or** by the use of a magical healing potion"

You can heal them after a year (and this means healing them as you would a normal Wound, e.g. after a night's sleep and all that) or you can use a healing potion, but that does not automatically heal it (as it would a normal wound) but you have to make a special Test.

Title: **Re: Blood Wounds & Healing**
Post by: **Warden-UK** on **May 19, 2011, 19:59**

I'm confused because after the 'or' statement, and using a healing potion, it says this:

"Unless specifically noted, any Wound caused by the use of any form of blood magic is considered to be a Blood Wound, and can be healed after a year and a day."

Why does it say 'or', as in another means, but then go on to imply a year and a day only? And it keeps this trend throughout the rest of the chapter.

Title: **Re: Blood Wounds & Healing**
Post by: Drucifer on **May 19, 2011, 20:04**

I don't give the option of healing blood damage taken by breaking any blood oath; they suffer for a year and a day.

Blood oaths are strong and have very positive results; the negatives should be just as strong and have nasty results.

Title: **Re: Blood Wounds & Healing**
Post by: **Dammi** on **May 19, 2011, 20:15**

Hiya!

Whoops, my bad. It's indeed a tad confusing (we also played it differently for a long time, which didn't help). We probably didn't discuss this in detail during development.

Best,

Dammi

Title: **Re: Blood Wounds & Healing**
Post by: **Warden-UK** on **May 19, 2011, 20:56**

Any chance of having an official ruling on this?

I can't decide either way

Title: **Re: Blood Wounds & Healing**
Post by: **Warden-UK** on **May 19, 2011, 21:07**

This really is confusing

A character gains a +7 bonus to a single Action Test by inflicting a physical Wound on himself and drawing blood (for example, slicing his hand with a knife). The resulting damage may be healed normally, but the Blood Wound leaves a noticeable scar and may not be healed for a year and a day. The Wound may otherwise be healed in the same manner as other Blood Wounds (p. 123).

The Sky Raider can heal the 12 points of damage normally, but the Blood Wound cannot be healed until a year and a day has passed"

The scar can't be healed for a year and a day, or the wound? Going by 'the wound may otherwise be healed in the same manner as other Blood Wound', it looks like the scar - but this doesn't make sense.

Also, the last sentence again emphasises that 'the blood wound cannot be healed until a year and a day has passed'. No healing potion?

Either I'm missing something or the blood wound healing rules are wrong.

Title: **Re: Blood Wounds & Healing**
Post by: **arma** on **May 19, 2011, 21:38**

Quote from: Warden-UK on May 19, 2011, 19:59

> I'm confused because after the 'or' statement, and using a healing potion, it says this:
>
> *"Unless specifically noted, any Wound caused by the use of any form of blood magic is considered to be a Blood Wound, and can be healed after a year and a day."*
>
> Why does it say 'or', as in another means, but then go on to imply a year and a day only? And it keeps this trend throughout the rest of the chapter.

The rules first briefly mention the ways to do it (that's the sentence with the "or") and then go on to explain the details of these means.

It might be more apparent with slightly different paragraph breaks, and maybe a different name for healing potions, but the structure of the explanation the rules use is this:

[1st paragraph:]
1. BW can be healed after TIME **or** with POTION
2. BW are caused whenever taking Wound Threshold Blood Damage (unless noted otherwise)
3. When healing with TIME, TIME = 1 year (unless noted otherwise)
[2nd paragraph explains that some rules don't apply to BW, which also tells us they're otherwise treated like normal Wounds, we skip to 3rd paragraph, though:]
4. When healing with POTION, proceed as follows...

The sentence in #1 is just introducing some criteria to be met or methods to use (time and potion), and while the details are explained later and some standard values for the criteria are explained (1 year and healing potion), there can be exceptions to them (which are then otherwise noted). If exceptions are noted, though, that doesn't mean the whole ruleset is discarded. If you make an exception to one of the values, the others still apply.
For example:
You might have some exotic blood oath that causes BWs that can only be healed after 10 years. Nothing else said, though, you could still heal them with a potion vs. DN 24. And so on.

There's no rule in there that says it's always 1 year. It only says that you can heal with time among other things, and that if you use time the time is 1 year if nothing else is noted.

Mostly, probably worded oddly as a remnant from ED1, but the basic structure used here ("Do X or Y. If you do X, do it like this. If you do Y, like this.") is pretty common and something to be familiar with. The alternative ("Do X and it works like this. Or do Y and it works like this.") runs the danger that you don't know about Y until you read through all of X, and maybe even might skip reading it because you think you already understood how it works before getting to Y. Making that brief outline at the start makes sure you don't miss it.

Quote from: Warden-UK on May 19, 2011, 21:07

> damage may be healed normally, but the Blood Wound leaves a noticeable scar and may not be healed for a year and a day. The Wound may otherwise be healed in the same manner as other Blood Wounds (p. 123).
>
> ...
>
> The scar can't be healed for a year and a day, or the wound? Going by 'the wound may otherwise be healed in the same manner as other Blood Wound', it looks like the scar - but this doesn't make sense.

The Wound (as it says so), the 1 year is just repeated here even if it wouldn't be required (while it also showcases the difference between the damage and the wound again, it is also "teaching by repetition", if you will). The second sentence is a reference to using potions to heal them.
Throughout, they're all called "Blood Wound", capitalized, which tells you they're all the same thing.

Quote from: Warden-UK on May 19, 2011, 21:07

> Also, the last sentence again emphasises that 'the blood wound cannot be healed until a year and a day has passed'. No healing potion?
>
> Either I'm missing something or the blood wound healing rules are wrong.

You're missing that these are all Blood Wounds, and so the rules for Blood Wounds apply. More detailed rules may re-iterate general rules, but if they don't, the general rule stays in place.

Title: **Re: Blood Wounds & Healing**
Post by: **Warden-UK** on **May 19, 2011, 23:14**

Ok thanks for that

So the upshot is that all blood wounds can be healed naturally after a given amount of variable time, or with a healing potion?

Title: **Re: Blood Wounds & Healing**
Post by: **sirserafin** on **May 19, 2011, 23:59**

[...] or with healing potion before time pass.

Another question... we (my group) always wonder what with scars... do they stay for a whole life or disappear after year? Do they vanish even if healing potions were used before to heal the blood wounds?

Title: **Re: Blood Wounds & Healing**
Post by: **kevsurp** on **May 20, 2011, 00:41**

ok my veiw is that you can wait for the year and day to heal it normaly or use a healing potion do recovery test vs dn 24. if you healed wound with the healing potion it leaves permanent runic scar which if someone uses read/write magic will know all about it. in my games i run if you use a healing potion and heal the blood wound i rule you broke the blood oath, promise,etc.

which means other people might not trust the character anymore

Title: **Re: Blood Wounds & Healing**
Post by: **Warden-UK** on **May 20, 2011, 09:25**

Quote from: sirserafin on May 19, 2011, 23:59

> [...] or with healing potion before time pass.

Yup, that's what I meant

Title: **Re: Blood Wounds & Healing**
Post by: **arma** on **May 20, 2011, 09:38**

Quote from: Warden-UK on May 19, 2011, 23:14

> So the upshot is that all blood wounds can be healed naturally after a given amount of variable time, or with a healing potion?

Yes...

...except where otherwise noted. ;D
There's very few exceptions to the "a year or a potion" system, though.

Quote from: sirserafin on May 19, 2011, 23:59

> Another question... we (my group) always wonder what with scars... do they stay for a whole life or disappear after year? Do they vanish even if healing potions were used before to heal the blood wounds?

Always a scar, and it stays forever.
O note is that it isn't a normal scar, you can "read" the scar and find out what made it happen. Depending on how far you take that, you can have "that scar was caused by a blood wound that was taken to kill a horror" and that might be an advantage. At the same time, the blood betrayal scars are the same stuff, and they tell you're a blood betrayer...

Title: **Re: Blood Wounds & Healing**
Post by: **sirserafin** on **May 20, 2011, 10:05**

OK, I get it. But after few oaths, many pushings of talents (and so on) you look like rainbow and have scar on the scar or there is no more place on body to cut yourself in future (especially with oaths which require cutting chest over the heart and forehead...). Similiar problem have people addicted to heroin...

Title: **Re: Blood Wounds & Healing**
Post by: **arma** on **May 20, 2011, 10:15**

Yes, entirely possible.
But not all scars need to be very big or are as big as you may think (over the heart is the place above the heart, not all across the chest).
The character knows this, though, and can make a decision on that...

The wounds actually caused from breaking oaths are supposed to be a stigma, though, and it's one reason why the whole blood oath thing works in the world of **Earthdawn**. If it was just a wound that lasted a year and maybe you can heal with a potion, that's maybe not a problem for some, and they will break the oath. But if they have a scar that says you're an oath breaker, no one may trust you for another oath again. If you took the scars away, the whole thing would fall apart.

Title: **Re: Blood Wounds & Healing**
Post by: **Warden-UK** on **May 23, 2011, 20:08**

Page 124:

Pushing Talents and Abilities
A character gains a +3 bonus to a single Action Test by taking Strain equal to his Wound Threshold. This damage may be healed normally, and does not cause a Wound.

Ok fair enough, understood.

A character gains a +7 bonus to a single Action Test by inflicting a physical Wound on himself and drawing blood (for example, slicing his hand with a knife). The resulting damage may be healed normally, but the Blood Wound leaves a noticeable scar and may not be healed for a year and a day

What 'resulting damage' is healed? I thought a wound was a -1 penalty.

Although not specified, I'm assuming the resulting damage comes from the Wound inflicted as per the wound threshold? For example, a character with a Wound Threshold of 9, would suffer 9 points of damage.

Title: **Re: Blood Wounds & Healing**
Post by: **arma** on **May 23, 2011, 20:34**

Yes.

Title: **Re: Blood Wounds & Healing**
Post by: **Warden-UK** on **May 25, 2011, 15:22**

Page 123
How exactly is blood magic damage healed? The book just mentions that after a year and a day it turns to normal damage, and can be healed normally. There are details for healing blood wounds, but not blood magic damage. At least I couldn't find it.

Title: **Re: Blood Wounds & Healing**
Post by: **arma** on **May 25, 2011, 20:21**

There's no special healing for that.
Wounds are individual... entities... in the mechanics. They have a location, take an impact by their penalty, must be recorded individually, etc..
Damage doesn't have that. It's all thrown onto one big heap, e.g. you don't normally note down what attack caused what amount of damage, you just add it all together.
The injury on your arm doesn't have any damage points assigned to it after it's been dealt. It may have a Wound associated with it, though. Still, after damage and wounds have been determined, the damage points and the wound go separate ways.
You do, of course, have a separate count for normal and blood damage. But the blood damage is more like starting damage, still not absolutely located, represents a weakening of your entire system that was caused by you using up your body's magical energy. That energy can regenerate, which takes time, which is essentially the only reason you keep separate track of blood damage: determining regeneration times.

Title: **Re: Blood Wounds & Healing**
Post by: **Warden-UK** on **May 25, 2011, 21:39**

So it's healed normally after a variable amount of time?

Title: **Re: Blood Wounds & Healing**
Post by: **arma** on **May 25, 2011, 22:05**

Yep.
After the specified time, it reverts to normal damage and is then healed normally.
Explained in more detail in the lower left paragraph on p. 123.
This is technically the same as with the blood wound, it also reverts to a normal wound after some time.

However, in most instances, there's a difference between blood damage and blood wound in that the wound was taken to achieve a one-time effect that goes away afterwards, while the damage powers something continuously (an oath, a charm, an extended spell). What caused it and what it powers are prime questions for blood damage. It's not all about what the basic rules say, it'S always case-by-case and open for you to throw your own stuff in (in the past, even official adventures had non-standard oaths and such).

Damage usually pays for effect, there could not be an effect without the damage still being in place. Most obvious with blood charms, you can usually heal the damage once the charm is gone, you don't have to wait 1 year. A blood promise runs a year or until fulfilled, and provides a benefit for a year or until fulfilled.

The 1 year is mostly a general property of blood magic that comes into play if there's nothing else, or nothing stronger, to determine duration. Like a default clause in law that comes into play if participants don't make other agreements. For example, most blood

oaths are generic and last a year. A blood sworn, however, is permanent damage, essentially damage that can be healed after a time of "never", as it is a much more powerful and more specific form of blood oath.

Title: **Re: Blood Wounds & Healing**
Post by: **Warden-UK** on **May 25, 2011, 22:18**

Thaks arma, that clears it up for me

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=3579.0. It is a snapshot of the page as it appeared on Nov 5, 2011 19:06:25 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: Jaik on May 03, 2008, 02:34

Title: **Can't find Threads into Attributes ability**
Post by: **Jaik** on **May 03, 2008, 02:34**

I've been hearing about the ability for adepts to weave threads into their attributes or physical defenses or wound thresholds and the like. I'm scouring my books, but can only find reference to this, not the actual rules. I play classic with the FASA edition, and am wondering if anyone know which book I should look in.

I checked the companion, but the rules for making group patterns does specify how to weave threads into player stats.

Any help with this First Edition Question will net you 2000 legend points. Good luck.

Title: **Re: Can't find Threads into Attributes ability**
Post by: **Raven Bloodeyes** on **May 03, 2008, 03:05**

Look in the **Earthdawn** Companion (or also maybe Magic: A Manual of Mystical Secrets), and look under group True patterns. You're not actually weaving a thread directly to your defense or yourself, you're weaving a thread from your defense or whatever to the True pattern of the group of adepts, and that pattern boosts you when you interact with the group (i.e. adventure together).

There also are the high Circle Talents in the **Earthdawn** Companion of Attribute Pattern and Talent Pattern which are different, but might help you some. Sorry I don't have any page ref's for you (I could if you had the EDC books..)

Title: **Re: Can't find Threads into Attributes ability**
Post by: **Jaege** on **May 03, 2008, 04:22**

As raven said, you need to have a group pattern first. Look under group patterns and group pattern items.

Title: **Re: Can't find Threads into Attributes ability**
Post by: **The_Gun_Nut** on **May 03, 2008, 04:49**

Super handy, btw. Really like the group pattern idea.

Title: **Re: Can't find Threads into Attributes ability**
Post by: arma on **May 03, 2008, 08:50**

About attributes specifically: There is no way to permanently increase your attributes with Threads. If there is, it is the special power of a thread item, it never comes with "generic" (i.e. "you can choose") thread magic like a group true pattern.

Title: **Re: Can't find Threads into Attributes ability**
Post by: **Mataxes** on **May 03, 2008, 22:12**

As already mentioned, what you're looking for are the rules on group patterns, which were originally presented in the **Earthdawn** Companion (First Edition). As described in that book, you can weave threads to:

* Any talent
* Any Defense rating (physical, spell, or social)
* Wound Threshold
* Mystic Armor

By the rules as written, you cannot weave a thread to an attribute.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=6476.0. It is a snapshot of the page as it appeared on Nov 26, 2011 14:50:13 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn forum** Text-only version

RedBrick LLC Forums

Earthdawn => Product Feedback => Topic started by: vitus979 on August 07, 2009, 03:17

Title: **Cathay and Setting Sourcebooks for ED3**
Post by: **vitus979** on **August 07, 2009, 03:17**

Mod-edit: Split off from here (http://www.redbrick-limited.com/cms/**forum**/index.php?topic=6414.0).

I don't mean to threadcrap, but am I the only person uninterested in a book about Cathay?

It's so far away from the base setting I can't think of how you'd integrate the setting into an existing campaign and IMO the idea of a martial arts adept in the base setting both messes with the Beastmaster unarmed schtick as well as doesn't really fit the overall schtick of the game itself.

So what you're left with is having a whole game set in Cathay, and while I have no doubt the book will be good, there are whole games that can be described as "fantasy far east", so that niche is filled.

I mean, there are areas both closer and more imporatant to the setting that haven't yet been described. For example I don't know of any kind of decent treatment of the 2 elven nations that are within range of a normal campaign, namely Sereatha and the other one whose name I forget. I'd think those would get coverage first as well as potentially parts of Africa, Europe, and the Middle East not yet covered. Not to mention areas in Barsaive that have only gotten scant coverage.

Title: **Cathay and Setting Sourcebooks for ED3n of Earthdawn**
Post by: **Jeremysbrain** on **August 07, 2009, 03:28**

Quote from: vitus979 on August 07, 2009, 03:17

> I don't mean to threadcrap, but am I the only person uninterested in a book about Cathay?

I'm in total agreement. I'd rather see more detail on Barsaive or a reinvented Theran Empire book

Title: **Cathay and Setting Sourcebooks for ED3n of Earthdawn**
Post by: **ED_Chronicler** on **August 07, 2009, 03:46**

Well, I'd like to see an expanded world rather than focus wholly on a section about the size of a quarter compared to the rest of the whole world which hasn't really been expanded upon.

Title: **Cathay and Setting Sourcebooks for ED3n of Earthdawn**
Post by: arma on **August 07, 2009, 03:52**

Maybe Hank has a bit more to say about this, nonetheless:

Quote from: vitus979 on August 07, 2009, 03:17

> It's so far away from the base setting I can't think of how you'd integrate the setting into an existing campaign

It's an alternative setting in the same world.
There's groups who have played in Barsaive for 15 years. Some of them surely like a change of place without requiring any connections to Barsaive.

Quote

> IMO the idea of a martial arts adept in the base setting both messes with the Beastmaster unarmed schtick as well as doesn't really fit the overall schtick of the game itself.

The Warrior is a martial artist. The Swordmaster too. The Purifier, in function at least. The Cavalryman is half-martial.
From the top of my head.

Or did you mean eastern martial arts? ;D

Suffice it to say: they won't really be part of the base setting. Just because we publish a new Discipline doesn't mean it populates Barsaive all of the sudden.
Other games may do that, we don't.

Quote

> I mean, there are areas both closer and more imporatant to the setting that haven't yet been described. For example I don't know of any kind of decent treatment of the 2 elven nations that are within range of a normal campaign, namely Sereatha and the other one whose name I forget. I'd think those would get coverage first as well as potentially parts of Africa, Europe, and the Middle East not yet covered. Not to mention areas in Barsaive that have only gotten scant coverage.

Some of that is in the works. If we got Cathay finished now, though, because Hank and his co-authors have it done already, should we delay it and start something different instead?

There's always someone who has to write the stuff we're publishing, and even if we develop a project inside the development team (contrary to the upcoming Kratas or the Cathay book, both of which were submitted to RedBrick in a fairly complete state) and have total control over the work priorities, there's always got to be someone (or a small number of people) who takes the lead. And people tend to work at different speeds or can invest more or less time.
We're not working like other companies who can afford to lay out a schedule and then hire some freelancers to do the writing. What's getting done is dependent on what individuals are willing to do and what they're inspired to do. Which shows in the actual qualitiy of the books, which are a work of heart.

Title: **Cathay and Setting Sourcebooks for ED3n of Earthdawn**
Post by: **Jeremysbrain** on **August 07, 2009, 04:22**

Quote from: arma on August 07, 2009, 03:52

> which are a work of heart.

Is that a new kind of Blood Magic? Which supplement is that in? ;D

Title: **Cathay and Setting Sourcebooks for ED3n of Earthdawn**
Post by: **vitus979** on **August 07, 2009, 04:25**

Quote from: ED_Chronicler on August 07, 2009, 03:46

> Well, I'd like to see an expanded world rather than focus wholly on a section about the size of a quarter compared to the rest of the whole world which hasn't really been expanded upon.

I don't have a problem with expanding the setting either, but I'd prefer stuff that's adjacent to what I'm already running so I can use it in my campaign. What about Britain? Spain? Sub-Saharan Africa? Russia west of the Urals? The Levant? Persia? Scandinavia? And not the crappy "real world, but with fantasy spackle" we got from places like Creana and Talea in the Theran Empire SB. These are areas PCs can actually reach with an airship if they start in Throal.

I mean seriously, what's North East of Parlianth?

Title: **Cathay and Setting Sourcebooks for ED3n of Earthdawn**
Post by: **hankwoon** on **August 07, 2009, 04:26**

Yeah, what arma said; Cathay isn't being worked on in lieu of some other product--it's already done. So no worries that it's holding up some work that could be going toward something else.

Title: **Cathay and Setting Sourcebooks for ED3n of Earthdawn**
Post by: **vitus979** on **August 07, 2009, 04:34**

Quote from: arma on August 07, 2009, 03:52

> Suffice it to say: they won't really be part of the base setting. Just because we publish a new Discipline doesn't mean it populates Barsaive all of the sudden.
> Other games may do that, we don't.

You may not do it as developers, but the fact that it's in an expansion means sometime in the near future one of my players is going to pitch me a David Carradine Kung-Fu rippoff of a wandering shaolin monk entering Bartertown. :(

I'm just lazy. I don't want to get into more arguments about cliched PC concepts of ninjas in trench coats and katanas. ;D

Title: **Cathay and Setting Sourcebooks for ED3n of Earthdawn**
Post by: arma on **August 07, 2009, 04:47**

Quote from: Jeremysbrain on August 07, 2009, 04:22

> Is that a new kind of Blood Magic? Which supplement is that in? ;D

The RedBrick Submissions Handbook. ;)
And it's free! :D

Quote from: vitus979 on August 07, 2009, 04:25

> I mean seriously, what's North East of Parlianth?

The endless marshes of the Bog Gob Kingdoms of the North.
For which I regularly announce a sourcebook in early April.
;D

Quote from: vitus979 on August 07, 2009, 04:34

> You may not do it as developers, but the fact that it's in an expansion means sometime in the near future one of my players is going to pitch me a David Carradine Kung-Fu rippoff of a wandering shaolin monk. :(

The things that happen at your table...
...are your group's (!) responsibility.
We're only offering some material to you with which you can create the actual game.

The problem you got with our product schedule corresponds with the one we got with fans who would rather have "something else."
And it's ages old.
And it's not limited to RedBrick.
And there's no solution to it.

Title: **Cathay and Setting Sourcebooks for ED3n of Earthdawn**
Post by: **vitus979** on **August 07, 2009, 05:32**

Quote from: arma on August 07, 2009, 04:47

> The endless marshes of the Bog Gob Kingdoms of the North.
> For which I regularly announce a sourcebook in early April.
> ;D

See, I'd pay for that just for the chuckle value. Besides, I always love throwing as many Bog Gobs as possible. Perhaps "Ecology of the Bog Gob"?

Quote

> The things that happen at your table...
> ...are your group's (!) responsibility.
> We're only offering some material to you with which you can create the actual game.

That's not going to stop me from trying to push it off on you guys though. ;D

Title: **Cathay and Setting Sourcebooks for ED3n of Earthdawn**
Post by: **ED_Chronicler** on **August 07, 2009, 05:36**

Quote from: Drucifer on August 07, 2009, 05:27

> I can totally believe that the great Dragons would willingly sacrifice name givers to rid Barsaive of Thera.

It only has a small part to do with Ridding Barsaive and a large part to do with just plain enmity between them.

Title: **Cathay and Setting Sourcebooks for ED3n of Earthdawn**
Post by: **griton** on **August 07, 2009, 15:57**

Quote from: arma on August 07, 2009, 03:52

> Or did you mean eastern martial arts? ;D

I'm always amused that 'martial arts' (The arts of Mars, a Roman god) is associated with the east.

All because of the early american fascination with "kung fu" movies.

...

As for the Cathay setting, I think you'll find quite a bit more than you might expect out of that setting. Hank has put a lot of effort into it, and I personally can't wait to see it produced.

Title: **Cathay and Setting Sourcebooks for ED3n of Earthdawn**
Post by: **Ovronnaz** on **August 07, 2009, 17:19**

I believe Cathay will be really cool. I mean it's interesting to see what other parts of the world are doing with the magic level and the Scourge. I've been waiting for this book a really long time, even though I probably wouldn't incoporate it in any game set in Barsaive. The tentative release date is going to be the first real step to having my hands

on this book.

Many thanks to Mr Prosperi for clarifying the situation with BaW. I think I read that somewhere, but it's always nice to read it from the mastermind behind it all.

Title: **Cathay and Setting Sourcebooks for ED3n of Earthdawn**
Post by: **Ryval** on **August 09, 2009, 19:03**

> Quote from: vitus979 on August 07, 2009, 04:25
>
> > Quote from: ED_Chronicler on August 07, 2009, 03:46
> >
> > > Well, I'd like to see an expanded world rather than focus wholly on a section about the size of a quarter compared to the rest of the whole world which hasn't really been expanded upon.
> >
> > I don't have a problem with expanding the setting either, but I'd prefer stuff that's adjacent to what I'm already running so I can use it in my campaign.... I mean seriously, what's North East of Parlianth?

I have loved **Earthdawn** since the fliers and thought it was always a more well-thought out setting than D&D. Which is what FASA was doing was "D&D done right" (Lou correct me if I am wrong).
I would love to see the entire world developed and I think the model could be steered in a direction such as one territory off the known map and one territory in the known map (like Iopos)., off the map again, in the map (Urupa).
This way new material is constantly developed and the setting is enriched without forgetting what needed to be developed and had come before.

Come to think of it, this is what they are following now... Kratas, and then Cathay, and then the Bog Gob Kingdoms of the North... :P

I'm just nervous abot the Samurai Discipline (Swordmaster anyone?)... Why wouldn't the swordmaster just get new talents if you wanted to make a variant Discipline ? Although Ninja intrigues me as a thief, assassin, warrior hybrid... let's hope it gets developed right.

Title: **Cathay and Setting Sourcebooks for ED3n of Earthdawn**
Post by: **ED_Chronicler** on **August 10, 2009, 02:06**

Samurai aren't just swordmasters.

They are tactical masters of close combat fighting.

Some samurai use a staff, some a chain and hook, depends upon a lot of factors. If you go into the early history, then yes, the Sword was the primary weapon of choice for all Samurai. But there is a lot of Ritual and Culture behind what made the Samurai a Samurai.

Title: **Cathay and Setting Sourcebooks for ED3n of Earthdawn**
Post by: **vitus979** on **August 10, 2009, 02:21**

I guess my first question would be "what do samurai and ninja have to do with Cathay" since "Cathay" is just an alternate name for "China".

Will the book be covering China, or will it cover SE Asia in general?

Title: **Cathay and Setting Sourcebooks for ED3n of Earthdawn**
Post by: **hankwoon** on **August 10, 2009, 03:10**

> Quote from: vitus979 on August 10, 2009, 02:21
>
> > I guess my first question would be "what do samurai and ninja have to do with Cathay" since "Cathay" is just an alternate name for "China".
> >
> > Will the book be covering China, or will it cover SE Asia in general?

Ninja are not covered in the sourcebook. For a complete list of new disciplines, see http://www.redbrick-limited.com/cms/index.php?categoryid=47&p2_articleid=163 (http://www.redbrick-limited.com/cms/index.php?categoryid=47&p2_articleid=163).

The reason Samurai are included is because we touch upon "Japan." (Samurai are just a teaser for that area.)

Title: **Cathay and Setting Sourcebooks for ED3n of Earthdawn**
Post by: **Ryval** on **August 10, 2009, 15:45**

Quote from: hankwoon on August 10, 2009, 03:10

> Ninja are not covered in the sourcebook...
>
> The reason Samurai are included is because we touch upon "Japan." (Samurai are just a teaser for that area.)

Goody no ninja... there's some good news. Don't get me wrong, normally I love 'em in games; it just felt like it was about to jump the shark and try to be a D&D or Rifts imitator. And I assume that in this third world it *would* be the early history for the Samurai... hence the swordmaster assumption.

Of the new disciplines the only one I am skeptical about is the Samurai, everything else feels (as described) like a newly developed Discipline. My comments and speculations are mine alone and are not necessarily the correct interpretation.

The Beastlord - Sounds cool, part shapeshifter, part native american shaman.

Daughter of Heaven - The Paladin (?) or healer of Garlen as a Discipline - Healer as Discipline is new and has me intrigued

Gar Warrior, a nomadic raider who is part Archer, Cavalryman, and Warrior - Sign me up

Guardian of Cathay - Sound like Knights or musketeers who still have fealty to their ruler - guard-types are fine by me

Merchant - Why wouldn't they be in Barsaive after a while - Expanding trade is the reason to keep kingdoms alive - bring 'em on.

Monk - I already have 2 players interested in this from one sentence alone

Pugilist - Sounds like a gladiator/ mystic warrior from the ED journal # 2 (one of my favorite unofficial Disciplines) so I'm all for this

Samurai - My only skepticism - But I am hopeful that the "Ritual and Culture" of Bushido make it into the game aspects. If done correctly i anticipate that it could be my absolute favorite discipline.

Scholar - a nice mix of scholar from Barsaive and a possible jack-of-all trades for spellcasting - don't mess with the smartest guy in the room. Maybe part spy as well - very cool

Sorcerer - Nuff said... NICE!!!

Sword Dancer - Mix between taildancer and swordmaster.. I can see this as a part entertainer and warrior-type.

As I said I am hopeful and the material reads (the teaser interview) as though it was treated in a very earnest and unique way and that no one was trying to clone some other game. Obviously from an earlier poll in a different section the preview novel was exceptionally well recieved. I have purchased it just not found the time to read it. So I will be there with my money in hand to expand the realm and breathe deep the new and exciting...

Title: **Cathay and Setting Sourcebooks for ED3n of Earthdawn**
Post by: arma on **August 10, 2009, 16:45**

About half of the Cathayan Disciplines enter somewhat of a new area for Discipline background that the "extended" (30 Disciplines) Barsaivian list has only touched upon. They are based in a social and organizational context rather than occupational.
The nearest example from the Barsaivian Disciplines is probably the Traveled Scholar. While a Wizard, Troubadour, or whatever can call himself a scholar, sage, etc., the Traveled Scholar is the embodiment of the Throalic sense to accumulate knowledge. He is linked to the dwarves and their library in origin at least. On the other hand, someone like the Archer is not linked to any culture, place, or organization, just to archery.

From the Cathayan Disciplines, taking the Samurai as an example, he is the embodiment of the ideal to serve his Lord, at the same time following a social function (social in the sense of society, not social/communicative ability) or having a social status. You can have a Swordmaster in that role, or a Warrior, a Cavalryman... but they won't have the ideal to serve their lord incorporated into their magic, and their magic won't be based on it.

Title: **Cathay and Setting Sourcebooks for ED3n of Earthdawn**
Post by: **Ryval** on **August 10, 2009, 17:12**

Quote from: arma on August 10, 2009, 16:45

> ...the ideal to serve his Lord, at the same time following a social function (social in the sense of society, not social/communicative ability) or having a social status.... but they won't have the ideal to serve their lord incorporated into their magic, and their magic won't be based on it.

Not exceptionally well versed in the lore and history of Samurai (but enough to be a danger to myself and public embarrassment) ;), I look forward to the incorporation of duty, bushido, and servitude (to his lord). That stated, are there any provisions toward ronin Samurai? Those who decided to continue living past the death of their lord? In bushido if the lord dies (even of natural causes) the Samurai are to perform seppuku. I figured those that decide to continue could be treated as Outcast Warriors (Troll). But again I only speculate until I have product in hand.

Aligning the Cathayan disciplines into their Social and Organizational contexts has assuaged a lot of my trepidation toward the new disciplines. Thanks for smoothing out the rough edges arma!!

Title: **Cathay and Setting Sourcebooks for ED3n of Earthdawn**
Post by: arma on **August 10, 2009, 17:50**

Ronin are covered, and provide one possible background to play a Samurai within Cathay proper (the adept has been exiled, after a fashion, or self-exiled himself). The other being a Samurai visiting in Cathay for study (the Japanese studied Chinese texts and culture) or as a wandering swordsman (swordfighters went on trips through the land searching opponents to perfect their swordsmanship* on) with intent to later return home.

*this was a later development, though, 17th century.
Herein lies a general problem with detailing something historically spanning centuries, do you see the Samurai of the Sengoku period or even earlier, or in the more peaceful but socially challenging edo-period?
The swordmaship focus only came later-on, in peace, when other weapons were no longer in use (you use a polearm in battle and if you're of high class, you are mounted, or you use a bow, but outside of battle, you only carry swords, and you carry them as a representation of your function. And then some try to master them, instead of the "real" weapons of battle, as a representation of mastering the path of bushido and always be ready, mastering their social function...).
We strongly associate Samurai, and by extension japanese battle techniques, with

swords. In reality, the sword was the last weapon to use, after all the others had failed. Or the most inconspicuous one at dangerous social functions. However, after the japanese had learned of firearms, they copied them and in a rather short time, there were more firearms in Japan than in all of Europe... the famous battles of the late 16th century were fought to no small parts with these, and not by the highly-trained samurai (who rather were the officers only by then)...
So, which samurai do we "do"? Xth century? A combination? A copy of a literary or movie source? Our western perceptions of a romanticized ideal? We have a "dangerous" task at hand...

Errrrr. Rant over, I guess. ;D

Title: **Cathay and Setting Sourcebooks for ED3n of Earthdawn**
Post by: **Crusader** on **August 11, 2009, 09:11**

Duh, the "Our western perceptions of a romanticized ideal?". When someone plays a samurai he wants to chop stuff with a dai-katana! :p

Title: **Cathay and Setting Sourcebooks for ED3n of Earthdawn**
Post by: arma on **August 11, 2009, 09:14**

speak for yourself ^ ^ ;D

Title: **Cathay and Setting Sourcebooks for ED3n of Earthdawn**
Post by: **Ryval** on **August 11, 2009, 20:36**

Quote from: arma on August 10, 2009, 17:50

> In reality, the sword was the last weapon to use, after all the others had failed. Or the most inconspicuous one at dangerous social functions. However, after the japanese had learned of firearms, they copied them and in a rather short time, there were more firearms in Japan than in all of Europe...
> So, which samurai do we "do"? Xth century? A combination? A copy of a literary or movie source? Our western perceptions of a romanticized ideal? We have a "dangerous" task at hand...
>
> Errrrr. Rant over, I guess. ;D

Understanding your 'rant' i liken it to the Cavalryman present in **Earthdawn** since the beginning. Attila The Hun's Cavalry and the Rough Riders cavalry are centuries apart and obviously use different techniques and weapons. So FASA created their idea of cavalry to fit within Barsaive, expecting a notion of what people expected it to be and made their mark to it making it unique amongst games.

Based upon technological advances and industry **Earthdawn** is set in a comparable timeline within human history and Samurai could be represented along the same timeline.

That said, I don't expect a historically accurate reflection of Samurai - that would take a game book all on it's own, and as you stated - from which period should they exist in Earhdawn? - this culture had samurai for centuries, growing and evolving like every culture does that survives.

Not knowing how Cathay's sociology, economics, or civilization are developing after the scourge RedBrick has the opportunity to customize and take the best parts of the samurai. Since it is (after all is said and done) a game, the developers have the chance to incorporate what is historical, what is very cool, and what is going to mesh well with the universe already in place.

I don't exactly want a real-life samurai, I want an **Earthdawn** Samurai... because magically based talents will put them over the proverbial edge they should be put over.

Perhaps developing them over 15 circles could miirror the centuries of development they naturally underwent.

Title: **Cathay and Setting Sourcebooks for ED3n of Earthdawn**
Post by: **griton** on **August 11, 2009, 22:20**

> Quote from: Ryval on August 11, 2009, 20:36
> Perhaps developing them over 15 circles could miirror the centuries of development they naturally underwent.

I'm pretty sure the Warrior and Archer have been around and developing longer than the Samurai.

Title: **Cathay and Setting Sourcebooks for ED3n of Earthdawn**
Post by: **Drucifer** on **August 12, 2009, 01:37**

Wow, this got totally derailed from the original concept of the thread.

Title: **Re: Cathay and Setting Sourcebooks for ED3n of Earthdawn**
Post by: arma on **August 12, 2009, 07:17**

I split it off for you then. ;D

@Ryval: yes (to put it simply ;))

Title: **Re: Cathay and Setting Sourcebooks for ED3n of Earthdawn**
Post by: **Mouse** on **August 12, 2009, 23:57**

> Quote from: ED_Chronicler on August 10, 2009, 02:06
> If you go into the early history, then yes, the Sword was the primary weapon of choice for all Samurai. But there is a lot of Ritual and Culture behind what made the Samurai a Samurai.

Actually if you go into the early history, literature suggests that samurai were archers and revered the bow as the true weapon of the warrior.

Might just be better to treat **Earthdawn** as an alternative Earth and not worry about these things, though (everyone's an expert, after all). :) The idea of a particular caste system of warriors evolving in Japan deriving certain martial and cultural traditions from China and calling them samurai in one age... then forgetting and completely reinventing them in another age through the same process, resulting in the same name seems... unlikely.

Might be easier to have an 'Eastern' themed setting avoiding 'samurai', 'ronin', 'ninja', 'bushi', 'kensei' etc (we don't use Russian themed words for Barsaivian games after all) but it's probably good marketing! :)

Just please don't perpetuate the myth of katana as 'superswords'! ;D

Title: **Re: Cathay and Setting Sourcebooks for ED3**
Post by: arma on **August 13, 2009, 00:11**

> Quote from: Mouse on August 12, 2009, 23:57
> Might be easier to have an 'Eastern' themed setting avoiding 'samurai', 'ronin', 'ninja', 'bushi', 'kensei' etc (we don't use Russian themed words for Barsaivian games after all) but it's probably good marketing! :)

We got into the naming conventions for Cathay in some thread in here some time back. The essence is that something we describe is just that, what we describe, not something from history; what a Samurai is in ED is explained in the books, not on wikipedia, by Yamamoto, Clavell, or Kurosawa. And that we won't hide it behind some other name so we can say "but see, it's not called Samurai" to the armchair historian who points towards inaccuracies or to someone who's seen a lot of Samurai movies and says our Samurai isn't what he's seen.

Title: **Re: Cathay and Setting Sourcebooks for ED3n of Earthdawn**
Post by: **vitus979** on **August 13, 2009, 00:12**

> Quote from: Mouse on August 12, 2009, 23:57
> Might just be better to treat **Earthdawn** as an alternative Earth and not worry about these things, though (everyone's an expert, after all). :)

Screw that, I've already bought my ticket to Japan and plan to be looking at mount Fuji in 2012 thank-you-very-much! ;D

Title: **Re: Cathay and Setting Sourcebooks for ED3**
Post by: **Mouse** on **August 13, 2009, 18:48**

> Quote from: arma
> We got into the naming conventions for Cathay in some thread in here some time back.

Yes, I participated. :)

> Quote from: arma
> The essence is that something we describe is just that, what we describe, not something from history; what a Samurai is in ED is explained in the books, not on wikipedia, by Yamamoto, Clavell, or Kurosawa. And that we won't hide it behind some other name so we can say "but see, it's not called Samurai" to the armchair historian who points towards inaccuracies or to someone who's seen a lot of Samurai movies and says our Samurai isn't what he's seen.

Fair enough. I understand that it's a creative rather than scholarly piece of work you're trying to produce (and I say that as a professional scholar who has done alright with his creative work, too).

I wasn't trying to criticise your decision at all. All I was suggesting is that it struck me as slightly odd that your Ukraine (Barsaive) has generic relatively culturally neutral terms (Warrior, Archer) while your China (Cathay) has highly region specific terms (Samurai). A natural consequence of this is that there will inevitably be a lot of discussion among fans in a hobby whose fans have fairly widely demonstrated a love for all things Japanese (and to a lesser degree Chinese).

You're quite right to make your decisions as you see fit, it's not my place to say otherwise, I was just stating a thought which had occurred to me.

> Quote from: Vitus979
> Screw that, I've already bought my ticket to Japan and plan to be looking at mount Fuji in 2012 thank-you-very-much!

Japan is an extremely interesting destination. I'm sure you'll have an excellent time. :)

Title: **Re: Cathay and Setting Sourcebooks for ED3**
Post by: **ED_Chronicler** on **August 13, 2009, 19:10**

Fuji is definitely a sight.

I'd like to go back someday.

Title: **Re: Cathay and Setting Sourcebooks for ED3**
Post by: **vitus979** on **August 13, 2009, 22:27**

> Quote from: ED_Chronicler on August 13, 2009, 19:10
> Fuji is definitely a sight.
>
> I'd like to go back someday.

> Quote from: Mouse on August 13, 2009, 18:48

> Japan is an extremely interesting destination. I'm sure you'll have an excellent time. :)

It appears as though my reference to the **Earthdawn**/Shadowrun timeline was a little too vague (http://wiki.dumpshock.com/index.php/Ryumyo)

:)

Title: **Re: Cathay and Setting Sourcebooks for ED3**
Post by: **Mouse** on **August 13, 2009, 22:33**

> Quote from: vitus979 on August 13, 2009, 22:27
>
> It appears as though my reference to the **Earthdawn**/Shadowrun timeline was a little too vague (http://wiki.dumpshock.com/index.php/Ryumyo)
>
> :)

Ah! :) Any reference to Shadowrun will have to be *extremely* explicit for me to catch as I've never played the game or read any of the books! ;) Thanks for the link though - I shall go and have a rummage through the wiki!

Title: **Re: Cathay and Setting Sourcebooks for ED3**
Post by: **stormcrow** on **August 14, 2009, 01:12**

ahhhhh i get it now lol

Title: **Re: Cathay and Setting Sourcebooks for ED3**
Post by: **ED_Chronicler** on **August 14, 2009, 04:57**

Man its been so long since I had anything to do with Shadowrun, I'd completely forgotten about that.

Title: **Re: Cathay and Setting Sourcebooks for ED3**
Post by: **vitus979** on **August 15, 2009, 20:10**

The whole "Mayan Long Count 2012 causing the end of the world" has been coming up over the last few years outside the context of gaming and each time I see something about it it reminds me of Shadowrun.

Title: **Re: Cathay and Setting Sourcebooks for ED3**
Post by: **Faelan** on **August 16, 2009, 16:54**

I have looked forward to this book release for a very long time, but like others I have some concerns. My concerns are mainly of a mechanical nature. If I don't like a name for a discipline it is easy enough to change, if however this book suffers from "I love everything Asian and it is much better than everything Euro especially in the martial arts" that is something that would make it completely useless for me. Based on what I have seen in the 3rd edition ruleset and the fact that we will finally have a mature/robust discipline design system, I am very hopeful that we won't see any cases of "Katanas are so sharp they can cut you in half without ever touching you, they just need to come close."

Title: **Re: Cathay and Setting Sourcebooks for ED3**
Post by: **Raven Bloodeyes** on **August 16, 2009, 20:00**

Don't worry, we're very concerned about balance, especially against things in Barsaive. ;) (and I can totally understand how that would ruin everything for you).

Myself, Hank Woon (one of the three primary authors), and James have all had martial arts training to various degrees, so that gives a somewhat more realistic perspective...

Title: **Re: Cathay and Setting Sourcebooks for ED3**
Post by: **Faelan** on **August 16, 2009, 20:53**

I find that very reassuring. Perhaps we will avoid the ubiquitous Katana conversations/flame wars around here ;D

Title: **Re: Cathay and Setting Sourcebooks for ED3**
Post by: **Raven Bloodeyes** on **August 17, 2009, 04:01**

Of course there are those double-bladed, flaming sword chucks we wanted to include.... (totally kidding ;))

Title: **Re: Cathay and Setting Sourcebooks for ED3**
Post by: **Jeremysbrain** on **August 27, 2009, 02:57**

> Quote from: Raven Bloodeyes on August 17, 2009, 04:01
> Of course there are those double-bladed, flaming sword chucks we wanted to include.... (totally kidding ;))

You Tease!

Title: **Re: Cathay and Setting Sourcebooks for ED3**
Post by: **Crusader** on **August 27, 2009, 08:18**

But there are swordchucks, right? RIGHT!?

Title: **Re: Cathay and Setting Sourcebooks for ED3**
Post by: **Grinder** on **August 27, 2009, 08:32**

Which are only available to the secret Ninjasamuraibattlemage adepts.

Title: **Re: Cathay and Setting Sourcebooks for ED3**
Post by: **Crusader** on **August 27, 2009, 09:32**

Who guard the secret of the making of...

CHAINSAWCHUCKS! (http://drmcninja.com/issue5/5p37.jpg)

Title: **Re: Cathay and Setting Sourcebooks for ED3**
Post by: **Grinder** on **August 27, 2009, 10:25**

:thumbsup: :rofl:

Title: **Re: Cathay and Setting Sourcebooks for ED3**
Post by: **ED_Chronicler** on **August 27, 2009, 18:39**

Living Crystal Chainsaw Arm Replacement and a handheld pump action fire cannon aka Boomstick.

Title: **Re: Cathay and Setting Sourcebooks for ED3**
Post by: **Crusader** on **August 27, 2009, 22:06**

And lots and lots of skeletons!

Title: **Re: Cathay and Setting Sourcebooks for ED3**
Post by: **Grinder** on **August 27, 2009, 22:13**

> Quote from: ED_Chronicler on August 27, 2009, 18:39
> Living Crystal Chainsaw Arm Replacement and a handheld pump action fire cannon aka Boomstick.

Hey, you read the draft for Barsaive at War RB style! (And yeah, we draw inspiration from many movies ;D)

Title: **Re: Cathay and Setting Sourcebooks for ED3**
Post by: **ED_Chronicler** on **August 27, 2009, 22:27**

I've got some I use too :-) just gonna have to wait and see if my players find any of them.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=6517.0. It is a snapshot of the page as it appeared on Oct 20, 2011 10:38:31 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: locotomo on August 21, 2009, 15:56

Title: **Cinematic Knockdown**
Post by: **locotomo** on **August 21, 2009, 15:56**

I don´t know but wasn´t there any rules for cinematic knockdown in some pre-editions of **earthdawn**.

being knocked down to the ground the same spot where you´re standing after receiving a lot of damage doesn´t seem "realistic" :)

I think there were some rules where you , for example, fly several meters through the air through a wooden wall without any more consequences .

Any ideas?

Title: **Re: Cinematic Knockdown**
Post by: arma on **August 21, 2009, 16:08**

Mighty Throw, a talent knack in the upcoming Player's Companion.
Also known as the way to throw people at other people, knocking them both down.
;D

Title: **Re: Cinematic Knockdown**
Post by: **Moushi X** on **August 21, 2009, 16:09**

I've seen a knack on unarmed combat resulting in a "mighty throw", but I don't recall seeing any rules regarding those cinematic knockdown. (Just saw your reply Arma)

It might be interesting to see something such as a table on the subject though...

Title: **Re: Cinematic Knockdown**
Post by: arma on **August 21, 2009, 16:27**

Attacking to Knock Back (Combat Option, 2 Strain)
The attacker makes an attack in close combat as normal. If successful, he compares the Damage Test Result against the target's Wound Threshold, but no damage is applied. For every Result Level achieved, the target is knocked back 1 hex (2 yards). Additionally, on an Extraordinary Result, the target is Knocked Down.

Just a thought.

Automatic Knockdown is normally something you're weary of. That's why I'd make it so difficulty. Something with better chances of knockdown would require a Knockdown Test to resist.

Title: **Re: Cinematic Knockdown**
Post by: **locotomo** on **August 21, 2009, 16:44**

hmm, not bad but thats not really what i mean :)

i mean that when, for example, a giant hits a human with a mighty club its unlikely that the human doesn´t fly 15m through the air :)

Title: **Re: Cinematic Knockdown**
Post by: arma on **August 21, 2009, 16:52**

Well if it's not for everyone, there isn't a real problem. Balancing wise.
Just make it a special power.

Title: **Re: Cinematic Knockdown**
Post by: **freid** on **August 21, 2009, 16:58**

Quote from: arma on August 21, 2009, 16:27

> **Attacking to Knock Back (Combat Option, 2 Strain)**
> The attacker makes an attack in close combat as normal. If successful, he compares the Damage Test Result against the target's Wound Threshold, but no damage is applied. For every Result Level achieved, the target is knocked back 1 hex (2 yards). Additionally, on an Extraordinary Result, the target is Knocked Down.
>
> Just a thought.
> Automatic Knockdown is normally something you're weary of. That's why I'd make it so difficulty. Something with better chances of knockdown would require a Knockdown Test to resist.

Nice! I love it :)

BTW, is there a knack on Shield Charge that would allow a knock-back instead of a knockdown?

Title: **Re: Cinematic Knockdown**
Post by: **locotomo** on **August 21, 2009, 16:59**

What I mean is that couldn´t you just for cinematic purposes do it like this:

After everey knockdown test you fail you fly the amount of meters (yards) of the excess damage?

It´s just to flesh out combat, make it more manga style.

Even if you go through brick walls it wouldn´t have any more consequences :)

Title: **Re: Cinematic Knockdown**
Post by: arma on **August 21, 2009, 18:31**

Quote from: locotomo on August 21, 2009, 16:59

> It´s just to flesh out combat, make it more manga style.

Manga style works only in Second Edition.
;D

That aside, you can always do anything. Just not per standard rules and for everyone. People would cry havoc and accuse us of using a D&D4e style f9orced movement system and now require miniatures for ED.
;)

In any case: from C5 on, you don't want your opponents to fly away...

Title: **Re: Cinematic Knockdown**
Post by: **Bogie** on **August 21, 2009, 20:36**

I've read a lot of game systems in the intervening years but I thought there was something in 1e where x amount of damage over the Wound Threshold knocked a character back x amount of yards.

I may be insane now though. ;D

Title: **Re: Cinematic Knockdown**
Post by: **Kasbak** on **August 21, 2009, 23:09**

> Quote from: arma on August 21, 2009, 18:31
> That aside, you can always do anything.

You just have to believe in yourself! ;D

Title: **Re: Cinematic Knockdown**
Post by: arma on **August 21, 2009, 23:21**

Gnaaaa.

Tkane out of context, it's another "do whatever you like with your game" thingy.

WHAT HAVE I DONE?!?! *falls to knees, rips shirt, shouts to the sky*

;D

Title: **Re: Cinematic Knockdown**
Post by: **Crusader** on **August 22, 2009, 00:14**

You got the touch.... You got the Poooweeeeerrrr!!! (http://www.youtube.com/watch?v=dxHtrOJqgho)

Title: **Re: Cinematic Knockdown**
Post by: **locotomo** on **August 22, 2009, 00:59**

I´m sorry, I didn´t get this :

"In any case: from C5 on, you don't want your opponents to fly away..."

What´s C5?

:)

Title: **Re: Cinematic Knockdown**
Post by: arma on **August 22, 2009, 01:34**

Fifth Circle

Title: **Re: Cinematic Knockdown**
Post by: **Difaw** on **August 22, 2009, 04:41**

IMB its called "story telling" --

Garok smacks the little orc with his hammer from the side and does 39 damage, knocking it unconscious as it flies away from him and lands several yards away in a bloody heaps as his companions turn to fun.

In other words, just do what seems natural to the flow of the story. not all types of hits (a downstrike with a hammer) would cause the person taking a wound to fly back several yards, so just be creative with teh circumstances, and it adds flavor without clutter.

Title: **Re: Cinematic Knockdown**
Post by: **abandag** on **August 22, 2009, 05:14**

Quote from: Difaw on August 22, 2009, 04:41

> lands several yards away in a bloody heaps as his companions turn to fun.

Wheeeee!!!

Title: **Re: Cinematic Knockdown**
Post by: **locotomo** on **August 22, 2009, 09:18**

@Difaw

Yes, that´s it, storytelling is the most important :D

But @Bogie was right as well.

When I´m home from my holidays I´ll look it up and post the details.

Thank You :)

Title: **Re: Cinematic Knockdown**
Post by: **Jaik** on **August 26, 2009, 21:46**

Quote from: locotomo on August 21, 2009, 16:59

> What I mean is that couldn´t you just for cinematic purposes do it like this:
>
> After everey knockdown test you fail you fly the amount of meters (yards) of the excess damage?
>
> It´s just to flesh out combat, make it more manga style.
>
> Even if you go through brick walls it wouldn´t have any more consequences :)

In your original post, you wanted to be more "realistic", and now you want it more magna?

I think instead of a hard-and-fast rule like you've developed, it should be on a case-by-

case basis (ie GM decides). The giant hitting the human is a great example of somone flying 15 meters away.

But a dwarven swordmaster stabbing a troll warrior through the chest for 40 points of damage wouldn't make him fly 29 yards. In the instrest of making it cinematic, take the situation into strong consideration.

If everyone was flying around when they took a damaging hit, massive army battles would look ridiculous.

EDIT: Just read Difaw's post. I couldn't agree more.

Title: **Re: Cinematic Knockdown**
Post by: **locotomo** on **August 26, 2009, 22:03**

> Quote from: Jaik on August 26, 2009, 21:46
>
> > Quote from: locotomo on August 21, 2009, 16:59
> >
> > > What I mean is that couldn´t you just for cinematic purposes do it like this:
> > >
> > > After everey knockdown test you fail you fly the amount of meters (yards) of the excess damage?
> > >
> > > It´s just to flesh out combat, make it more manga style.
> > >
> > > Even if you go through brick walls it wouldn´t have any more consequences :)
> >
> > In your original post, you wanted to be more "realistic", and now you want it more magna?
>
> If everyone was flying around when they took a damaging hit, massive army battles would look ridiculous.

I´m sorry for the misunderstanding :)
I mostly saw it out of the eyes of the bigger or equal opponents.

I think I only mentioned that i would look unrealistic if the bigger guy hits the smaller with a big smash and you just fall down to the ground.
Just doesn´t look cinematic.

Manga is just a term to desrcibe a bit more picturesque.

Anyway, a dwarfen warrior with thor´s hammer would let his opponent fly miles away :D

But my first intention was to ask about rules that exist somewhere in 1st edition.
And now that I´m back from my holidays I will look them up and when I found them I will post them here :)

Title: **Re: Cinematic Knockdown**
Post by: **locotomo** on **August 26, 2009, 22:15**

OK, I found it :

It´s .....not to be found within any **Earthdawn** rules ^ ^

It´s in the Exalted 1st edition main rule book page 235, Knockback ^ ^

(Exalted 2nd edition page 153)

I own to many RPG´s ^ ^

Title: **Re: Cinematic Knockdown**
Post by: **Jaik** on **September 03, 2009, 00:22**

Quote

> I´m sorry for the misunderstanding :)
> I mostly saw it out of the eyes of the bigger or equal opponents.
>
> I think I only mentioned that i would look unrealistic if the bigger guy hits the smaller with a big smash and you just fall down to the ground.
> Just doesn´t look cinematic.
>
> Manga is just a term to desrcibe a bit more picturesque.
>
> Anyway, a dwarfen warrior with thor´s hammer would let his opponent fly miles away :D
>
> But my first intention was to ask about rules that exist somewhere in 1st edition.
> And now that I´m back from my holidays I will look them up and when I found them I will post them here :)

I mean, it's obviously a matter of opinion. Lots of people strive for super-realism, others want fantasy to the highest degree, even if that mean the Dragonball-Z-esque flying around and destroying worlds.

I find any dwarf wielding a god-like weapon would be pretty unstoppable if he could knock his opponents "miles away". I mean, wouldn't that give the players a bit of a god-complex? Or make them a bit too powerful? Once again, JUST MY OPINION. I'm not saying you're wrong or anything, but I caution you that your players might roll their eyes.

Title: **Re: Cinematic Knockdown**
Post by: **Jaege** on **September 28, 2009, 03:47**

Quote from: locotomo on August 21, 2009, 15:56

> I don´t know but wasn´t there any rules for cinematic knockdown in some pre-editions of **earthdawn**.
>
> being knocked down to the ground the same spot where you´re standing after receiving a lot of damage doesn´t seem "realistic" :)
>
> I think there were some rules where you , for example, fly several meters through the air through a wooden wall without any more consequences .
>
> Any ideas?

While I agree that the need for what you term as cinematics is there, I dont think you need a rule. I add it myself as the GM. I feel that is my perogative to make the game seem more interesting. I have had a character hurled across a glade and crash through ruined walls by a solid knockdown blow. I explain part of the damage taken as having come from all the crashing. In my experience. players like it when they fianlly best an opponenent that knocked them around a bit. Rising from your injuries to look down on your beaten foe is cool. And cinematics can work both ways. Let the characters knock an enemy over a cliff or something with a good blow. Cinematics makes the characters larger than life, so I add them freely. A bunch of rules just mucks all that up.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=3325.0. It is a snapshot of the page as it appeared on Nov 16, 2011 18:14:50 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: cbooth on February 21, 2008, 17:47

Title: **City info**
Post by: **cbooth** on **February 21, 2008, 17:47**

> Are there any resources/books out that detail Travar? I have Terror in the Skies, but it's a bit lacking considering the sheer size of the city.

Title: **Re: City info**
Post by: arma on **February 21, 2008, 18:12**

> At the moment, there's some bits about Travar politics in Tournament Troubles (http://www.**earthdawn**.com/index.php?categoryid=13&p2015_articleid=5).

Title: **Re: City info**
Post by: **JackRasityr** on **February 21, 2008, 23:21**

> Travar would definitely be a good city to have a sourcebook dedicated to. And with their famed airship forces, the sourcebook could be a great way to convey methods of "pimping out" your air-ride: customizing and improving upon airship stats, constructing new styles of airships, etc. I know that the Crystal Raiders goes into some detail about ship captains using Thread Magic with their airships, but I think it would be nice to know how to improve some of the ship ratings - like Firepower, Armor Ratings, etc.
>
> But yes, Travar is a big enough city that would definitely warrant a "what's where and who's who" layout. While *Terror in the Skies* introduces the party to a couple of big names in Travar - Air Warden Drimsby, Maxor Yarl, etc. - it does not heavily detail the politics, the Name-Givers in charge, a history of the city, etc.

Title: **Re: City info**
Post by: arma on **February 22, 2008, 01:34**

> Quote from: JackRasityr on February 21, 2008, 23:21
>
> > I know that the Crystal Raiders goes into some detail about ship captains using Thread Magic with their airships, but I think it would be nice to know how to improve some of the ship ratings - like Firepower, Armor Ratings, etc.
>
> There's some (limited) guidelines in the Gamemaster's Compendium, see p. 152.
>
> IMO: if any Sourcebook should have a larger section on ship construction: Jerris.

Title: **Re: City info**
Post by: **JackRasityr** on **February 22, 2008, 05:27**

> In all my years of playing **Earthdawn** (since it first came out in '93?), I never have dealt with Jerris as a player or as a Gamemaster. I know that they are, for all intensive purposes, an air force giant in Barsaive, but I just never think of it. Out of sight, out of mind, I suppose.

Title: **Re: City info**
Post by: **shadows_at_dusk** on **May 05, 2008, 18:55**

There is about a page of information on Travar in FASA's Explorer's Guide to Barsaive from the Barsaive campaign box and Serpent river has about a page or so of information on Travar as well. I am not sure if that information has been reprinted in the Nations of Barsaive book or not because I do not own that book.

I hope you find this info useful!

Title: **Re: City info**
Post by: **Tarliman** on **May 05, 2008, 19:22**

My group has spent a good deal of time in Jerris on several occasions. They got their airship there, ran afoul of Ristular, and then liberated the city during the war with Iopos. One of the player characters started a charity to help rebuild the city after the war. Pihgram Tor and a lot of her people resettled in the players' city-state during the war, having escaped from Jerris with some player help. They've since returned, and are rebuilding the shipyards, which they burned during their departure.

Travar I've dealt with mainly off camera. The group has been there once or twice, but not for more than a few days, passing through on the way to somewhere else. On a later occasion, one of the players had to spend some time there tracing a package that a Horror sent him.

I agree with arma, Jerris would be the better option for expanded airship rules, but I would like to see some major development on Travar, so I don't have to spin it out of whole cloth if the players decide to drop by again. :)

Title: **Re: City info**
Post by: **werefrog** on **May 05, 2008, 19:47**

The Werefrog managed to go to Jerris once in a campaign. It was fun. After that, the party hopped a ride to Travar for Terror in the Skies. It's nice when you can get the group involved in the storyline of Terror by showing how nice ships can be, then having one crash.

Title: **Re: City info**
Post by: **The_Gun_Nut** on **May 06, 2008, 04:41**

Quote from: JackRasityr on February 22, 2008, 05:27

> In all my years of playing **Earthdawn** (since it first came out in '93?), I never have dealt with Jerris as a player or as a Gamemaster. I know that they are, **for all intensive purposes**, an air force giant in Barsaive, but I just never think of it. Out of sight, out of mind, I suppose.

Emphasis mine.

It is "for all **intents** and **purposes**". Sorry, just a nit pick. But if someone wants to use idiom, then please spell it correctly. Rarr. :thumbsup:

Title: **Re: City info**
Post by: **Tital** on **May 08, 2008, 10:45**

My players have played quite a lot of time in Travar, it's the city where they spent most of their time.

They have plenty friends and even a girlfriend in this city, and they never went to Jerris or Iopos.

I think the main cause is the french scenarii existing (and that i know) never send characters to those cities, and some of them take place in Travar. Moreover, Terror in the Sky sent characters one more time in Travar, and as for reward for saving the city, they had their own airship (with Karl and Yorlk, new group's friends driving it) and so go back to Travar sometimes.

So something on Travar or Jerris could be of the same interest for me, one to have something solid for the place where my group goes, one to make them go a new corner of the map more easily.

Title: **Re: City info**
Post by: **cbooth** on **May 21, 2008, 22:08**

Time to revisit this thread! ;D

I have a map of Urupa from the FASA Serpent River book. The book itself explains the different sectors of town, points of interest, etc. Unfortunatley, it does not give a complete layout of where each sector is located. The Dwarves are located in the northeast and so are the Obsidimen. The T'skrang are located near the water, but it doesn't specify which side of Urupa. There is no mention where the other sectors are located, where they start and stop, etc.
Any one care to enlighten me? :)

Title: **Re: City info**
Post by: **Mataxes** on **May 22, 2008, 01:45**

There isn't anything official about this, but this is my assessment of the city layout based on the descriptions given and the map by Jeff Laubenstein.

The city is more or less laid out in a quarter-circle, with nine different sectors. Starting at the lower-left (southwest) corner of the city, here's what I think we have (and the way I run it in my games):

Ironclaw Sector
Visitor Quarter to the east
Liandrill/Zenicce sector to the east of that (southeast corner of city)
P'shestis sector north of that (center of east side)
Central Urupa in center
Nehem sector west of Central Urupa, north of Ironclaw
Otosk sector northeast of Nehem
Amphitheater northeast of Otosk
Biharj sector in northern point

There is a discrepancy between the text and the picture. The description of the Nehem sector would indicate that the huge building along the northwest cliffs is Nehem, but the description of the Amphitheater (which is obvious in the picture) says its between Nehem and Biharj. Just about everything else lines up pretty well as far as the picture and description goes (at least, there's nothing else that's an obvious contradiction).

So, either the picture is wrong, or the description. I think it's a minor thing, and until something official is actually published on the subject, feel free to flip things around however you see fit.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=2854.0. It is a snapshot of the page as it appeared on Nov 1, 2011 04:43:03 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by dammi earthdawn forum** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: fraterzaza on September 21, 2007, 06:24

Title: **Concievable present to scourge Roleplay?**
Post by: **fraterzaza** on **September 21, 2007, 06:24**

;DHiya all, Im new but had the pleasure of recently meeting this sites owner in New Zealand and picked myself up a copy of ED 2nd edition. Im wondering if its possible or even sensible at all, to GM a game set during the Scourge? Would there be enough havens or safe places above ground to feasibly host a campaign during this time? or is the concensus of most; the scourge are everywhere and its all too horrible to manage with any degree of sanity....Thanks in advance for your opinions and comments. *flame on* ;D

Title: **Re: Concievable present to scourge Roleplay?**
Post by: Dammi on **September 21, 2007, 06:38**

Hiya!

Quote from: fraterzaza on September 21, 2007, 06:24

> ;DHiya all, Im new but had the pleasure of recently meeting this sites owner in New Zealand and picked myself up a copy of ED 2nd edition.

I seriously hope James sold you a copy of the **Player's Compendium** (http://www.**earthdawn**.com/index.php?categoryid=10&p2006_articleid=1), not 2nd Edition (which isn't ours). ;D

Quote from: fraterzaza on September 21, 2007, 06:24

> Im wondering if its possible or even sensible at all, to GM a game set during the Scourge? Would there be enough havens or safe places above ground to feasibly host a campaign during this time? or is the concensus of most; the scourge are everywhere and its all too horrible to manage with any degree of sanity....Thanks in advance for your opinions and comments. *flame on* ;D

I think a game set during the Scourge, but *outside* of any of the kaers and citadels, would not last long (albeit it would probably be fun *grin*). Anyways, here's **Rites of Protection and Passage** (http://www.**earthdawn**.com/index.php?categoryid=19&p13_sectionid=4&p13_fileid=22), a document covering this topic. You can also use the book it came from, **Ardanyan's Revenge** (http://www.**earthdawn**.com/index.php?categoryid=12&p2014_articleid=1), to start your campaign inside a kaer.

Have fun!

Dammi

Title: **Re: Concievable present to scourge Roleplay?**
Post by: **Anunnaki** on **September 21, 2007, 07:45**

Hiya,

@Dammi: It was EDC. :thumbsup:

@Fraterzaza: ED2 (aka ED 2nd Edition) is the version released by Living Room Games. (Yes, it is confusing...) You will see references to EDC (**Earthdawn** Classic), EPC (**Earthdawn** Player's Compendium), and EGC (**Earthdawn** Gamemaster's Compendium) all of which refer to RedBrick's **Earthdawn** products.

In answer, as Dammi noted, an "Outside during the Scourge" game, would probably be a lot of fun. Brutal, evil, dangerous, and probably total-party-kill-but-everyone-would-know-that fun.

Take kaer, James

Title: **Re: Concievable present to scourge Roleplay?**
Post by: **hankwoon** on **September 21, 2007, 09:26**

That would be a really fun, last-stand mini campaign, where the ultimate goal would be to hold off a hoard long enough for a kaer to seal or something. That's the stuff legends are made of! :my2cents:

Title: **Re: Concievable present to scourge Roleplay?**
Post by: **fraterzaza** on **September 21, 2007, 10:26**

Ok thanks Guys and YESSSSS PAIN....brutality and cats caught by the tail and made to eat cheese until there was....umm....well, no more cheese left. Yes. NO more cheese. That sounds like a great Cthulhuesque type campaign. Perhaps just a scenario. I was thinking of running a dream sequence where high magick enables a party to experience the terror of the scourge without actually suffering more than being "marked" by a horror....opening up a campaign where said horror seeks those who came to visit it during the past. Something pseudo "Hounds of the Tindalos". Rockin! Anyway thanks for the fast replies and its great to be part of the **forum**! Thanks!

Title: **Re: Concievable present to scourge Roleplay?**
Post by: **arma** on **September 21, 2007, 12:43**

An outside campaign might be possible in places. Some things that come to mind:

Indrisa
In Indrisa (present day India) there was a special method where lots of holy men meditated to create some sort of positive energy that kept the Horrors away.

Dragons
Dragons lairs are considered safe, or say: safest, but we haven't heard how they are sealed and all. Some dragons like Mountainshadow also sheltered settlements close to their lairs. We don't know how this looked like, it might well be outside of a regular kaer, with some sort of magical insect repellent.

Blood Wood
This is an example of people trying to hold off the Horrors. When their kaer was breached, before they got their thorns, the elves did really fight the Horrors at the breaches and/or in the woods.

Vorst
Similar to the one above.

In general, these things are likely to happen at the borderline. The border of Indrisa, the outer edges of a dragon's territory, the breaches to the elven kaer, so on. In most scenarios, the group might have a safe haven, or at least a haven safer than the areas they go during adventures. Taking that line up, you can design anything. For example a kaer that's economy/production has collapsed where some adepts have to go out regularly to find certain stuff.

Title: **Re: Concievable present to scourge Roleplay?**
Post by: **Grinder** on **September 21, 2007, 13:00**

Quote

> For example a kaer that's economy/production has collapsed where some adepts have to go out regularly to find certain stuff.

Say hello to Dread Iotas when you're out there. ;D

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=4465.0. It is a snapshot of the page as it appeared on Nov 24, 2011 20:29:14 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Players => Topic started by: Rez on April 25, 2009, 10:14

Title: **Confused and feeling old**
Post by: **Rez** on **April 25, 2009, 10:14**

> Hey, I played back in 1st Ed, and picked up the 2nd Ed book, but my group never played it. I've since joined another group and am gettin' ready to run some **Earthdawn** again after all these years, and as I was lookin' for more books, I noticed these Compendium books, and that now 3rd is on its way??? What what what did I miss out on??? What are these Compendium books? 1st, 2nd, both, neither? Are they worth getting?

Title: **Re: Confused and feeling old**
Post by: **ED_Chronicler** on **April 25, 2009, 10:32**

> To be honest, even with ED3 on its way, I'd call the compendiums worthwhile, at least as e-books.

Title: **Re: Confused and feeling old**
Post by: **Crusader** on **April 25, 2009, 11:49**

> You can see Redbrick's books as 1.5; an updated version of the first edition rules. Living Room games' 2nd edition died off, so don't bother too much with it. 3rd edition is on it's way.

Title: **Re: Confused and feeling old**
Post by: **meldert** on **April 25, 2009, 13:28**

> Take a look at downloads/free stuff/discipline design on this site and read about ADM (Advance discipline mechanics) If you like that you can wait for 3rd edition (lots of other changes too, i suppose, but Redbrick are being a bit secretive ;))
>
> If you really don't like ADM I really suggest you to get the current compendium books, they are a great update of 1st ed where most of the little bugs are ironed out. Since they are print on demand they will be hard to get once RB stop selling them in may.

Title: **Re: Confused and feeling old**
Post by: **werefrog** on **April 25, 2009, 15:25**

> The Werefrog thought we had until June to purchase these books.

Title: **Re: Confused and feeling old**
Post by: **etherial** on **April 25, 2009, 18:03**

> Quote from: Crusader on April 25, 2009, 11:49
>
> > You can see Redbrick's books as 1.5; an updated version of the first edition rules. Living Room games' 2nd edition died off, so don't bother too much with it. 3rd edition is on it's way.

It may have died off, but some of us were huge fans of it. If you see the books at a game store or for cheap on Amazon, I recommend taking a look.

Title: **Re: Confused and feeling old**
Post by: arma on **April 25, 2009, 18:18**

Quote from: Rez on April 25, 2009, 10:14

> What are these Compendium books? 1st, 2nd, both, neither? Are they worth getting?

The Compendiums are huge collections and revisions of the ED1 rules.
Here's an article about it:
http://www.**earthdawn**.com/index.php?categoryid=25&p2005_articleid=6
but it doesn't cover everything.
The Compendiums contain the bulk of the material from the following FASA books:
Earthdawn Game System. 6001
Earthdawn Gamemaster Pack. 6002
Barsaive (boxed set). 6100
Creatures of Barsaive. 6105
The Adept's Way. 6106
Horrors. 6107
Earthdawn Survival Guide. 6112
Arcane Mysteries of Barsaive. 6202.
Magic: A Manual of Mystic Secrets. 6201.
Earthdawn Companion. 6200.
(Dragons)
As well as some creatures and small rules sections from other sources.
Besides collecting the material, RedBrick has also revised most of it. I think there are more rule changes in there than in ED2.

You won't be able to get the Compendiums once ED3 comes out, except per used book channels.

Title: **Re: Confused and feeling old**
Post by: **Mouse** on **April 25, 2009, 18:38**

Quote from: etherial on April 25, 2009, 18:03

> It (Living Room games' 2nd edition) may have died off, but some of us were huge fans of it. If you see the books at a game store or for cheap on Amazon, I recommend taking a look.

While I personally prefer the RedBrick compendiums because of the huge amount of information they contain, I have to agree with Etherial here - I've met a number of people (including my gf, but her taste can be questioned) who really like the LR version (and particularly its art). :)

Title: **Re: Confused and feeling old**
Post by: **werefrog** on **April 25, 2009, 19:05**

The Werefrog like the LRG version as well. It was the one The Werefrog first played. Sure, it did have problems, but all the systems have problems.

Title: **Re: Confused and feeling old**
Post by: **Rez** on **April 25, 2009, 21:04**

Thanks for the help guys, I think I'll be forced to wait on buying the Compendiums until I atleast know if the group likes the game. But for when I do, can you tell me what's a trustworthy site to buy one?

Title: **Re: Confused and feeling old**
Post by: arma on **April 25, 2009, 21:28**

The only place to buy them is lulu.com

ED3 will be available through regular channels, though.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=4105.0. It is a snapshot of the page as it appeared on Nov 1, 2011 05:24:44 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: roosta on October 29, 2008, 17:02

Title: **Converting from ED2**
Post by: **roosta** on **October 29, 2008, 17:02**

Dear All

is there a guide anywhere which covers converting from Living Room Games **Earthdawn** 2 to Red Brick **Earthdawn**? We have a couple of games which were set up using the ED2 rules but obviously that has no long term future. Conversion to RBED would seem to be the best long term plan.

Is there anything out there?

regards

Roosta

Title: **Re: Converting from ED2**
Post by: arma on **October 29, 2008, 18:21**

There shouldn't be any problems converting characters (if it's really only been a couple sessions), all you need to do is
change talents where appropriate
look at ork and dwarf attribute modifierss IIRC
use new karma costs.
oh, and free skill ranks/spell points need to be aligned by fixed number/attribute (you need to think about this, but this would have required your decision with new characters anyway).

The hard part will be geting the rules changes.

Title: **Re: Converting from ED2**
Post by: **roosta** on **October 29, 2008, 18:28**

Unfortunately its more than a couple of sessions - both games have been going for some time and we have 4th circle characters in one and 5th circle in the other

Title: **Re: Converting from ED2**
Post by: arma on **October 29, 2008, 18:43**

The question then is how much work you want to put into it and how important the accuracy of the conversion is (and, of course, how well the players would take it...).

You can do it without changing the characters at all, as both editions don't change the talents too much from ED1, you'll only play with EDC rules then.

You can do the complete conversion by calculating how many LP the characters' abilities are worth, letting them spend them on their new characters (attributes can stay the same).

Similarly, you can use the Creating Experienced Characters option from the EPC if you do not want some of ED's LP cost effects to carry over.

You can do it by replacing talents and cleaning up the skills, but this might cause some trouble. As you would keep all "raw ranks" and would just replace talent names (so you meet advancement requirements), players might end up with some weird stuff at certain circles (= if they got 2 rank 5 talents at 4th circle and one of them is different in EDC, and they don't like it and would not have spent LP on it in the first place, give the player 1100LP to invest in the *original* talent if possible).

Title: **Re: Converting from ED2**
Post by: **Rogan Rubyeye** on **October 30, 2008, 19:27**

I'd tend to agree. AFAIK 2nd Edition (compared to 1st Edition), has some differences in their version of the Disciplines - mainly talents: some were scrubbed or combined into one another (Book Memory & Book Recall), others were changed to skills (Lip Reading

. Overall though, anything below Eighth Circle shouldn't be too much of a probelm to overcome with a little tweaking. Its really only above that Circle that things get messy.

so, simply keep the circles and reassign the talents at the current Ranks to those that are listed under the RB versions. If there are a few problems, then adopt RedBrick's Alternative Discipline Design system and select the talent choices that seem most appropriate.

Title: **Re: Converting from ED2**
Post by: **Quorlox** on **November 21, 2008, 15:26**

As others have pointed out, the conversion is easy. It'll be even easier if you use the Alternative Discipline Mechanics found in RB's free Discipline Design download.

http://www.**earthdawn**.com/index.php?categoryid=19&p13_sectionid=4&p13_fileid=21

When I was playing ED, I used a mix of ED1, ED2, and EDC rules, but the concepts behind ADM are too good to not use IMO. Bending them a little, you can always add Talents to a Discipline's choices allowing a lot of customization.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=2456.0. It is a snapshot of the page as it appeared on Oct 2, 2011 02:50:37 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Players => Topic started by: Legion on June 12, 2007, 04:39

Title: **Counterspell?**
Post by: **Legion** on **June 12, 2007, 04:39**

Does it exist?

Title: **Re: Counterspell?**
Post by: **Dammi** on **June 12, 2007, 04:48**

Hiya!

Yes, on p.382 of the **Player's Compendium** (http://www.**earthdawn**.com/index.php?categoryid=10&p2006_articleid=1). :)

Best,

Dammi

Title: **Re: Counterspell?**
Post by: **Legion** on **June 12, 2007, 05:03**

Thanks! You guys are quick. I really like the **Earthdawn** community! =D

Title: **Re: Counterspell?**
Post by: arma on **June 12, 2007, 07:20**

Tip:
All the spells are in the index, as well as in the table for each caster (in the appendices). Though for the PDF version, you'll just find them faster using a search, as they are right in the table of contents.

Title: **Re: Counterspell?**
Post by: **Raven Bloodeyes** on **June 13, 2007, 02:49**

I also recommend the Spell Library free download on this site. I dont like the EPC appendix much (tho it does have its uses, don't get me wrong), I remember spells by their circle, so the Spell Library is really nice!

Title: **Re: Counterspell?**
Post by: arma on **June 13, 2007, 07:18**

Just getting an idea, iirc Legion was new to this:

If you mean ending another spell, look at Dispelling Magic, p. 291 EPC

Title: **Re: Counterspell?**
Post by: **Cutlass** on **June 13, 2007, 15:08**

There's also the magical item Named the Couterspell Staff that would, arguably, doe the trick even better. Ofcourse You'll have to find one.
At higher circles you'll have the abillity to attack Spell Matrices, this is not really a counterspell but in the end has even more impact as few spellcasters are willing to cast raw...

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=3998.0. It is a snapshot of the page as it appeared on Oct 15, 2011 20:05:28 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: basilisk on August 25, 2008, 22:16

Title: **Crossover Wackiness: Earthdawn and Paranoia**
Post by: **basilisk** on **August 25, 2008, 22:16**

The premise is this: The PCs open or encounter a kaer that survived the scourge and evolved in some very weird ways underground. The leadership comprised at least one questor of the passion Erendis from the very start. When that Passion went insane and became Dis, the very popular questor-rulers of this kaer followed Dis' lead and went insane themselves; warping the government and society of the kaer.

The common people are now arranged in a series of color-coordinated castes or ranks with the questors on top dressed in white enjoying all of the benefits of absolute rulership. Common citizens are dressed in black and persons of varying degrees of trust are arranged from red (just above commoner) to violet (just below white). Worship/emulation of other passions is prohibited and punishable by death, nevertheless it runs rampant. Unauthorized following of a discipline is also punishable by death. Nevertheless, it happens. Different factions exist underground, unable to trust each other because of rampant betrayal to the authorities.

In come the PCs. Hilarity ensues.

Title: **Re: Crossover Wackiness: Earthdawn and Paranoia**
Post by: **Sethariel** on **August 25, 2008, 22:34**

:rofl:

And where is the Great Computer?

Maybe the kaer could be connected with some sort of a magical network. Like the amulets of the Force of the Eye...

And when someone doesn't obey the Eye's rules... well then he is a horror and must be eliminated from the society for safety reasons 8)

Yeah... I could play that ;D

Title: **Re: Crossover Wackiness: Earthdawn and Paranoia**
Post by: arma on **August 25, 2008, 22:58**

In case you read german or can cope with an automated translation, there's a fun fictional piece about a kaer ruled by Dis in Vol. II, p. 67 of the german fanzine, found here:

http://www.ardanyan.de/dammi_de/cms/index.php?categoryid=34

Title: **Re: Crossover Wackiness: Earthdawn and Paranoia**
Post by: **sk8bcn** on **August 26, 2008, 09:38**

Hey I know german!

I could read it...if it was a scenario... :p

But I do think it would be just to close to Aardanyan's revenge intrigue

Title: **Re: Crossover Wackiness: Earthdawn and Paranoia**
Post by: **basilisk** on **August 26, 2008, 21:06**

Quote from: Sethariel on August 25, 2008, 22:34

> :rofl:
>
> And where is the Great Computer?
>
> Maybe the kaer could be connected with some sort of a magical network. Like the amulets of the Force of the Eye...
>
> And when someone doesn't obey the Eye's rules... well then he is a horror and must be eliminated from the society for safety reasons 8)
>
> Yeah... I could play that ;D

Dis himself is the Great Computer.

What, you thought that such an extreme example of what he's promoting in the world would escape his attention? He doesn't show up directly, though, but manifests through the kaer's extensive and elaborate bureaucracy (I'm thinking the name would be Kaer Aleph, btw). Directives (often contradictory ones) just *appear* on the books without anyone knowing how they got there. Of course, all directives must be enforced vigorously...even if nobody knew they were there a few minutes before and it is unclear how they got there. This is on top of unscrupulous white-robed questors inserting their own directives on the sly for their own purposes, of course.

Title: **Re: Crossover Wackiness: Earthdawn and Paranoia**
Post by: **sk8bcn** on **August 27, 2008, 09:28**

Just gave me an idea. Why not a scenario, where kaer persons all serve a mad passion and that the PC are supposed to convince that the Scourge isn't ended (like 10000 persons in it...You can't kill them, so keep them inside seems to be a good solution). Kind of reversed Aardanyan's revenge story

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=4553.0. It is a snapshot of the page as it appeared on Nov 19, 2011 07:19:09 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn forum** Text-only version

RedBrick LLC Forums

Earthdawn => Product Feedback => Topic started by: Dammi on June 15, 2009, 05:37

Title: **[DISCUSS] Earthdawn Preview #1**
Post by: **Dammi** on **June 15, 2009, 05:37**

Hiya!

This thread is for discussing our first preview of **Earthdawn Third Edition** (see this (http://www.**earthdawn**.com/index.php?categoryid=19&p13_sectionid=3&p13_fileid=35)).

Best,

Dammi

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Telarus** on **June 15, 2009, 06:37**

Oh damn. Interesting stuff, very interesting.

I'm definitely still optimistic, and like a lot of what I see so far.
(Quick question, those last 2 pages are low-res rips out of the high-res book, right? I see a lot of pixelation and some ghost-outlines on the darker backgrounds, esp around jeff's signatures.)

I like that you have tightened up the number of Talent Options, as that seems like it will make skills more useful in further customizing a character. I also like the focus on Discipline Talents when advancing in Circles, should make bookkeeping much easier.

I find the idea of each Discipline getting 3 of its own unique Abilities really awesome, and the ones so far are very cool. The Archer's will rock with things like Direction Arrow and Bank Shot. The Wizard's leads me to believe that casting from Grimoires is going to be an _interesting_ tactical option, instead of a down-played last-resort type deal.

What else can I tease out of this preview. Well, the page numbers lead me to think that (including Air Sailor before the Archer) you have the 15 core disciplines splat'd out on one page each (as opposed to having the background or 'color' text and then the splat as a multi-page section). Is that info in a different area of the book?

Also, I find it interesting that Wizards get Search as an Option, while both get Evidence Analysis. I guess I'll have to wait to see the full spread of Disciplines and who else get those 2 (and how they function) to really judge that, tho.

The things that jumped out at me most as "why would they *DO* that?" was Durability as a Talent Option. (I'm basing this on the previous rules, but..) I really can't see why anyone would pass that up, and that really doesn't make it an _option_. I can see merit in the idea of un-tethering Durability from the Karma and Advancement aspects of Discipline Talents, but I wonder if there's something else going on there. (Durability as a *skill*?

Hmmmmm... intriguing possibility.... I wonder if that would work well for Half-Magic Adepts. Speaking of which....)

The Half-Magic sections seem a bit unbalanced on first glance (although, again, I'm going to have to reserve judgment until I can see all 15 Disciplines' splats). But that may be solely based on word count on the page and how it fills the whitespace.

Other little things:
-I love 'Manuscript Illumination' as an Artisan Skill - well done
-I like the specialty Karma bonuses, as I really want to see Karma used more often in different fashions.
-I like that Disciplines get a bonus _something_ in 6 out of 8 Circles.
-I'm curious as to what the fly-out tabs on the right side of the Archer page mean as the Wizard page doesn't have them(the 'active' one has a 5 on it and as an Erisian I'm always on the lookout for random 5s)....ooooh, that's the chapter number isn't it? That's a solid visual design element, good to see it there.

Ok, ok, done picking the Preview apart.

GOOD WORK REDBRICK! Can't wait to see the next one.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: arma on **June 15, 2009, 07:01**

Quote from: Telarus on June 15, 2009, 06:37
> -I love 'Manuscript Illumination' as an Artisan Skill - well done

You should, I spent 20 minutes researching the term ;D

Quote
> -I'm curious as to what the fly-out tabs on the right side of the Archer page mean as the Wizard page doesn't have them(the 'active' one has a 5 on it and as an Erisian I'm always on the lookout for random 5s)....ooooh, that's the chapter number isn't it? That's a solid visual design element, good to see it there.

It's for finding your way around when you "thumb" through the book. As you'll only see the "right-hand pages" (odd-numbered) when doing so, only they have it. "Left-hand pages" (even-numbered) don't.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Dammi** on **June 15, 2009, 07:27**

Hiya!

Quote from: Telarus on June 15, 2009, 06:37
> (Quick question, those last 2 pages are low-res rips out of the high-res book, right? I see a lot of pixelation and some ghost-outlines on the darker backgrounds, esp around jeff's signatures.)

Of course. ;-)

Best,

Dammi

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **PenAgain** on **June 15, 2009, 08:42**

I am pleased ;D

Thanks guys! I love the new uniformity, and also the new special powers are quite

appealing. I think the Durability change is interesting-- to add to Telarus' reaction, I would say the only real "option" here is at which of those Circles a character will pick up the Talent. It is not a matter of IF, but WHEN.

Verrrry interesting. I shall now stop pestering for a preview for a suitable number of days. Two, perhaps. :-X 8)

Thought: The page count implies there are no longer sample characters intercut with the Disc. descriptions. I'm of 2 minds on that. But I love the layout-- especially the uniformity that means future published Disciplines can have EXACTLY MATCHING pages. *glee*

All in all, outstanding work!

--PenAgain
foiled by sleep

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Dammi** on **June 15, 2009, 09:19**

Quote from: PenAgain on June 15, 2009, 08:42

> Thought: The page count implies there are no longer sample characters intercut with the Disc. descriptions. I'm of 2 minds on that.

There are sample characters in the Appendix (and probably as free download later)--for easy copying (use at conventions etc). We would have liked to present them in the same chapter, but it was unclear for a long time if we could actually fit them into the book. Time and space reasons, really, but the Appendix solution has its merits.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Hui** on **June 15, 2009, 09:55**

Hi,

also shortly flipped trough the pages, looks interessting till now.
One question, did you explain somewhere, how the Karma on Attribute now works exactly, because these always raised many questions during play

Hui

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: arma on **June 15, 2009, 10:18**

Quote from: Hui on June 15, 2009, 09:55

> also shortly flipped trough the pages, looks interessting till now.
> One question, did you explain somewhere, how the Karma on Attribute now works exactly, because these always raised many questions during play

Yes. And I even used an exclamation mark. And I use that, like, once per year or so. ;)
So if there's ever anyone who spends Karma on their Initiative* because it says "Karma on Dexterity-only" for his Discipline, a windling Beastmaster squad will be detached from RedBrick HQ and Claw Shape their character sheet. ;D

*except as part of a house rule

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **etherial** on **June 15, 2009, 10:43**

Quote from: PenAgain on June 15, 2009, 08:42

> Thanks guys! I love the new uniformity, and also the new special powers are quite appealing. I think the Durability change is interesting-- to add to Telarus' reaction, I would say the only real "option" here is at which of those Circles a character will pick up the Talent. It is not a matter of IF, but WHEN.

First Circle. Unless it isn't available then. Then Second Circle.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Grinder** on **June 15, 2009, 11:19**

Boring! ;D

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **PenAgain** on **June 15, 2009, 13:03**

> Quote from: etherial on June 15, 2009, 10:43
>
> > Quote from: PenAgain on June 15, 2009, 08:42
> >
> > > Thanks guys! I love the new uniformity, and also the new special powers are quite appealing. I think the Durability change is interesting-- to add to Telarus' reaction, I would say the only real "option" here is at which of those Circles a character will pick up the Talent. It is not a matter of IF, but WHEN.
> >
> > First Circle. Unless it isn't available then. Then Second Circle.

But I could see, for instance, an Archer who genuinely stayed at range during combat-- he (or she) might be well served by taking, say, Flame Arrow over Durability at Circle 2.

I agree that, in most cases, everyone takes Durability ASAP... but there will be places, and reasons, for doing otherwise. It's nice to have the option, and it doesn't HURT anything to present it this way. At least not that I can see.

Thanks to the Wizard's Book Mage ability, by the way... Wizards with hefty Durabilities don't need so many Spell Matrices! NEAT! I know a few happy players around these parts...

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Crusader** on **June 15, 2009, 13:11**

I can especially see the spellcasting disciplines waiting till circle 3 or 4 when taking durability in favour of an extra matrix, for example, instead of a measly ammount of hp.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **etherial** on **June 15, 2009, 13:19**

> Quote from: PenAgain on June 15, 2009, 13:03
>
> > I agree that, in most cases, everyone takes Durability ASAP... but there will be places, and reasons, for doing otherwise. It's nice to have the option, and it doesn't HURT anything to present it this way. At least not that I can see.

I agree it's nice to have the option. I just usually see Durability raised to 4 or 5 as soon as someone reaches Second Circle, and seen the horror of someone who doesn't have it try to keep up with a party that does.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **PenAgain** on **June 15, 2009, 13:40**

> Quote from: Telarus on June 15, 2009, 06:37
>
> > Also, I find it interesting that Wizards get Search as an Option, while both get Evidence Analysis. I guess I'll have to wait to see the full spread of Disciplines and who else get those 2 (and how they function) to really judge that, tho.

I think that shows the increased focus of perception and attentiveness to the Archer

(whereas I think that focus on the Wizard has always been pretty heavily emphasized). What I like best about the Talent Option style is that it gives new players an easier handle on how to make a character their own. Each talent, chosen with care as they were, represents a specific way of interpreting the Discipline... and no one way is more valid than another.

I think the Discipline I am most intrigued about the talent options for is the Troubadour. I have a devil of a time getting people to play Troubs because they can't seem to think of how to make the character their own... this should ease that greatly!

--PenAgain
Curious how there is no Obsidiman race restriction on the Archer!!!

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Raven Bloodeyes** on **June 15, 2009, 15:06**

Quote
> *Curious how there is no Obsidiman race restriction on the Archer!!!*

Wow! Good eye! ... that was an intentional change, but on a larger scale then might be apparent... you'll have to wait and see... ;)

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Grinder** on **June 15, 2009, 15:11**

Ah, just give an obsidiman a really durable bow and you have it. ;D

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Crusader** on **June 15, 2009, 15:32**

Quote from: Raven Bloodeyes on June 15, 2009, 15:06
> Quote
> > *Curious how there is no Obsidiman race restriction on the Archer!!!*
>
> Wow! Good eye! ... that was an intentional change, but on a larger scale then might be apparent... you'll have to wait and see... ;)

What? no more racial restrictions?

The time has come for the Windling Nethermancers to rise!

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **PenAgain** on **June 15, 2009, 15:54**

You could always play Windling Nethermancers... they just had to be evil Theran Windling Nethermancers :-)

I'm most excited for all of the new horizons opened up to Obsidmen if this is a unilateral change... since they're what defines **EarthDawn** in my head. They're the only race you still can't play in ShadowRun :smokin:

--PenAgain
YAY!

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Dammi** on **June 15, 2009, 16:51**

Quote from: PenAgain on June 15, 2009, 15:54
> They're the only race you still can't play in ShadowRun :smokin:

You might be able to in Equinox (http://www.equinox-rpg.com), though. ;)

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **PenAgain** on **June 15, 2009, 17:17**

No fair linking to that site Dammi-- if you think I whine about previews on THIS board, just imagine what I'd be like on an Equinox board :-)

(I check the Equinox teaser site every day to see if something new slips out... even though I know that the creative energy has been directed at ED3 in its place for the last few months. I'm a hopeless optimist!)

-=-=-

On the matter of the preview: since you specifically call out to the fact that Discipline creation is now easier and more streamlined, and we have seen the contents pages for the Guides, is it safe to assume that the creation rules will lurk in the Companions (presumably the GM's)? I get kind of giddy at the notion of page after page of mechanics for building all of the things that make **EarthDawn** tick. The less guesswork is involved in the MECHANISMS, the more a person can save their guesswork for their STORY!

--PenAgain
Just got his Q-Workshop ED dice in the mail and loves them!

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **werefrog** on **June 15, 2009, 17:20**

The Werefrog had a thought as to why Durability isn't a discipline talent: maybe now each discipline will be able to take its own durability, so a character that's both wizard and warrior will have 2 durabilities that won't help for circle advancement. That would be cool, albeit quite expensive.

Also, will Karma Ritual Rank have anything to do with karma usage as opposed to simply helping refuel karma faster?

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Dammi** on **June 15, 2009, 17:22**

Hiya!

@Creation rules: yes!

Quote from: werefrog on June 15, 2009, 17:20
> Also, will Karma Ritual Rank have anything to do with karma usage as opposed to simply helping refuel karma faster?

Yes, but that's going to be featured in the next preview (IIRC).

best,

Dammi

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Dale** on **June 15, 2009, 17:47**

Quote from: Dammi on June 15, 2009, 17:22
> Hiya!

@Creation rules: yes!

Quote from: werefrog on June 15, 2009, 17:20

> Also, will Karma Ritual Rank have anything to do with karma usage as opposed to simply helping refuel karma faster?

Yes, but that's going to be featured in the next preview (IIRC).

best,

Dammi

you tease!

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **burningcrow** on **June 15, 2009, 17:51**

Can't wait to get my hands on 3rd edition ...

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Citizen Joe** on **June 15, 2009, 18:14**

There's going to be the obligatory "I don't agree with your selection of discipline talent" debates. Like Anticipate Blow for an Archer? But on the grander scale, I like the advancement change. It will take some getting used to the notion about discipline talents not necessarily being karma related. I noticed that karma ritual was a discipline talent, and that has no test at all. It should cut down on the multidisciplining, which makes Human Versatility that much better.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **PenAgain** on **June 15, 2009, 18:19**

Hay, maybe Karma Ritual does have a test now? We'll find out later this week, perhaps...

My biggest "Um...what?" moment in the talent selection arena actually comes from Book Recall being so high on the Wizard progression. I'm working on accepting it.

I am so incredibly excited for the fact that Durability doesn't count towards Circle advancement anymore. I like the tough choice that presents a player with.

Of course, after someone gets bludgeoned into unconsciousness a few dozen times that decision gets less difficult...

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **etherial** on **June 15, 2009, 18:52**

Quote from: PenAgain on June 15, 2009, 18:19

> My biggest "Um...what?" moment in the talent selection arena actually comes from Book Recall being so high on the Wizard progression. I'm working on accepting it.

I'm annoyed it's there at all.

Quote

> I am so incredibly excited for the fact that Durability doesn't count towards Circle advancement anymore. I like the tough choice that presents a player with.

Durability doesn't count and Direction Arrow/Resist Taunt/etc. is mandatory. That's not a tough choice, that's a kick in the teeth.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **rudolf** on **June 15, 2009, 19:23**

It says: "You get to choose one talent per Circle..."

Can the characters choose more than one talent per Circle?

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Ukhata** on **June 15, 2009, 19:25**

Quote from: rudolf on June 15, 2009, 19:23

> It says: "You get to choose one talent per Circle..."
>
> Can the characters choose more than one talent per Circle?

as you said yourself, only one per circle....

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **werefrog** on **June 15, 2009, 19:34**

Maybe they could have an alternate rule that a player could take 2 optional talents when circling up, but the additional talents get purchased at two ranks up of Legend points:

Example: the first optional talent costs 100 legend points to get to rank one, the second optional talent costs 300 to get to rank one: then the first will cost 200 for rank 2 while the second will cost 500 for rank two. Neither Talent works for circle advancement.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Dammi** on **June 15, 2009, 21:34**

Hiya!

Separated the Number of Talent Options discussion (http://www.**earthdawn**.com/**forum**/index.php?topic=2252.0) out to a new thread.

Best,

Dammi

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **vitus979** on **June 15, 2009, 23:51**

Is it just me or will Circling up take longer than it currently does? They've taken a number of the "duh, of course I've got XYZ maxxed out" Talents like Spell Matrices, Flame Arrow, Willforce, and Durability out of Discipline, which means advancing these Talents do nothing for advancing Circle. At the same time a number of previously less-than-maxxed Talents will need to be bought at maximum rank. It's not as though PCs are NOT going to take Willforce or Durability, so it means more spending on more talents.

Example: How many Archers actually picked up max rank in Direction Arrow* or Throwing Weapons? Sure, I picked up a couple ranks of Throwing Weapons until there were better Talents available at higher Circle to use to Circle up with instead.

Also, what happened to 2nd Circle having 3 talents?

* The requirement to have aa associated item and the maximum distance restriction always made it really annoying or worthless to use in campaigns I've been a player or GM of.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **PenAgain** on **June 15, 2009, 23:55**

> Quote from: vitus979 on June 15, 2009, 23:51
>
> Also, what happened to 2nd Circle having 3 talents?

There were several "3 Talent" Circles in the progressions, and I'd be willing to bet all such occurrences are now gone. I wonder if the new uniform application of Discipline Special Abilities are not meant to offset the "missing" Talents? I know I like having that 2nd Circle defense boost...

Also: Nice to see Ritual of the Ghost Master removed from these lists. It always confused my players (who are, to be honest, rather confusable folks in general)-- they seemed to be convinced they had to take it when it appeared on the progression lists.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **ED_Chronicler** on **June 16, 2009, 05:57**

I am still hesitant on embracing 3E. However, I must admit the discipline teaser, featuring one of my two favorite disciplines (Wizard), does have my interest. I'm going to have to re-create my original wizard in order to really feel the changes.

I am particularly surprised, and find myself embracing the idea of the first defense bonus at second circle. I always personally felt that the large gap in abilities between circles 1-4 to be overly noticeable an absence. It seemed wrong to me, in other words. I like the feel that the defense bonus at second circle does present as I examine the discipline.

I must address a little issue that I read in the other thread regarding Durability. ----- I have a 7th Circle Human Archer, skips the Archer durability talent option and using versatility picks up the Warrior Durability version. And since it is now a talent option and doing this does not preclude the original rules of "only 1 durability talent" may be learned. I see two potential issues, as

1) now that it is an optional talent, skipping it opens up the "can't ever get it view", and in examining the original ADM rules, I couldn't find any "as you level up" you have the choice of picking talent options from the current and past talent option lists.

2) Since Durability isn't a "core" talent the whole application of magic theory behind it becomes more tenuous and vague. Previously you could strongly suggest that even should a player not choose durability, it was so tied to his discipline's pattern that learning it via Versatility wasn't possible. Now as a talent option, that connection can still be implied, but the strength of the connection can be viewed as weaker, thus opening the idea that one could learn another discipline's version. After all, why does this now talent option have such a variant factor, 9/7 in Warriors and 4/3 in Wizards if it is no longer core to the discipline. That core thread connecting the pattern of the discipline to the Durability talent was the main reason that talent functioned as it did. You can still try to imply the same reasoning, however, without the strength of being a core talent, it becomes easier to reason one's way into other options.

And as I must now head off to work, I'll have to finish my thoughts at a later time.

EDC

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Anunnaki** on **June 16, 2009, 06:48**

Hiya,

You can select talents from earlier pools if you wish (when eligible). But you learn them at the appropriate category. For example, a Journeyman choosing a talent from the Novice pool pays Legend Points for that talent as if it were from the Journeyman pool.

Discussion on Number of Talents, etc., should be continued here (which answers this same question):

http://www.**earthdawn**.com/**forum**/index.php?topic=2252.15

Take kaer, James

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Crusader** on **June 16, 2009, 08:53**

Quote from: ED_Chronicler on June 16, 2009, 05:57

> I am still hesitant on embracing 3E. However, I must admit the discipline teaser, featuring one of my two favorite disciplines (Wizard), does have my interest. I'm going to have to re-create my original wizard in order to really feel the changes.
>
> I am particularly surprised, and find myself embracing the idea of the first defense bonus at second circle. I always personally felt that the large gap in abilities between circles 1-4 to be overly noticeable an absence. It seemed wrong to me, in other words. I like the feel that the defense bonus at second circle does present as I examine the discipline.
>
> I must address a little issue that I read in the other thread regarding Durability. ----- I have a 7th Circle Human Archer, skips the Archer durability talent option and using versatility picks up the Warrior Durability version. And since it is now a talent option and doing this does not preclude the original rules of "only 1 durability talent" may be learned. I see two potential issues, as
>
> 1) now that it is an optional talent, skipping it opens up the "can't ever get it view", and in examining the original ADM rules, I couldn't find any "as you level up" you have the choice of picking talent options from the current and past talent option lists.
>
> 2) Since Durability isn't a "core" talent the whole application of magic theory behind it becomes more tenuous and vague. Previously you could strongly suggest that even should a player not choose durability, it was so tied to his discipline's pattern that learning it via Versatility wasn't possible. Now as a talent option, that connection can still be implied, but the strength of the connection can be viewed as weaker, thus opening the idea that one could learn another discipline's version. After all, why does this now talent option have such a variant factor, 9/7 in Warriors and 4/3 in Wizards if it is no longer core to the discipline. That core thread connecting the pattern of the discipline to the Durability talent was the main reason that talent functioned as it did. You can still try to imply the same reasoning, however, without the strength of being a core talent, it becomes easier to reason one's way into other options.
>
> And as I must now head off to work, I'll have to finish my thoughts at a later time.
>
> EDC

An interesting question. We'll have to look at how Versatility works in this edition to see if you can pull off the human Wizard with 9/7 durability trick.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: arma on **June 16, 2009, 09:26**

Quote from: ED_Chronicler on June 16, 2009, 05:57

> I must address a little issue that I read in the other thread regarding Durability. ----- I have a 7th Circle Human Archer, skips the Archer durability talent option and using versatility picks up the Warrior Durability version. And since it is now a talent option and doing this does not preclude the original rules of "only 1 durability talent" may be learned.
>
> <snip>
>
> Previously you could strongly suggest that even should a player not choose durability, it was so tied to his discipline's pattern that learning it via Versatility wasn't possible.

If you boil "the original rules" down to "only 1 duability talent may be learned", there's nothing preventing the Archer from not taking a rank in his Durability talent and learning the Warrior's via Versatility... (!)

In any case, since EDC, things are pretty clear where the connection between Durability and Discipline are concerned. (Granted, speculations are in place as we might have changed that.)

I'm sort-of surprised there's even so much speculations about the possibility of meddling with Durability, but I think we can attribute this to players' fantasies going wild and GMs being overcome by fear of super-durable casters. ;D

Quote from: ED_Chronicler on June 16, 2009, 05:57

> Now as a talent option, that connection can still be implied, but the strength of the connection can be viewed as weaker, thus opening the idea that one could learn another discipline's version.
>
> <snip>
>
> That core thread connecting the pattern of the discipline to the Durability talent was the main reason that talent functioned as it did. You can still try to imply the same reasoning, however, without the strength of being a core talent, it becomes easier to reason one's way into other options.

I strongly advise against going the "Talent Options not as much part of the Discipline" route.
They're there, right on the same page as the Discipline talents, and they're different for the Disciplines.
There's nothing suggesting that if you mess around with Talent Options, you'll still have the same Discipline in the end. You hint at that.

I'm quoting it for this, however, and it now goes into magic theory and what's it with that and Talent Options:
Don't assume there's a thread there to Durability (or any Talent Option) that allows you to pick it up and increase the rank. The assumption is that your Discipline allows you to establish that thread in the first place (because if you prefer to think of it as threads: there are no rank 0 threads, you only know the Key Knowledge allowing you to weave a rank 1 thread).
(I think this isn't the place to go too deep into it, though, and was somewhat reluctant to bring it up. I suggest you open a new topic in Magic theory or someplace else if you want to discuss this, without the asepcts of the preview, further.)

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **ED_Chronicler** on **June 16, 2009, 10:33**

If the information wasn't just connected to the preview, I would do so Arma, but having address the main part of my concern over how it "appears" as far as the change for Durability goes, I shall wait until I have the book and can read it in complete context before approaching this again.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Thosam** on **June 16, 2009, 15:11**

Read through it and like it. I think the 3e books will be played heavily in my group. And find a home next to my limited edition ED Classic rules. ;D

Just two questions though:
1.Will there be a 2e-to-3e-conversion document of some sort or do I just throw the book at my players along with their achieved number of LP?
2. Will there be a pdf of 3e rules available? I usually print and handbind my books myself.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Sethariel** on **June 16, 2009, 15:16**

As far as I remember versatility rules always prevented from acquiring a talent available to the discipline the character had. This I believe doesn't change with Talent Options, as they are still **available** talents to the discipline. So you shouldn't be able to take Durability via Versatility. Of course this happens if the rules for Versatility are changed...

So we'll just have to wait for any news about the changes in the versatility rules :P

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: arma on **June 16, 2009, 15:45**

Quote from: Thosam on June 16, 2009, 15:11

> 1.Will there be a 2e-to-3e-conversion document of some sort or do I just throw the book at my players along with their achieved number of LP?

At the moment, it looks like there will be a conversion guide, but it won't be based on LP (simply isn't possible, no one knows the amount of Karma used by the player, etc.).
Also, it won't be from 2nd edition if you are referring to the thing officially titled "**Earthdawn** Second Edition", publisched by LivingRoomGames (LRG) in 2001. Third Edition is based on EarthdawnClassic which we published in 2005, which is a revised reprint of what you refer to as classic. This shouldn't be a matter for conversion, though, characters from any edition will be covered.

Quote

> 2. Will there be a pdf of 3e rules available? I usually print and handbind my books myself.

Yes, but it will be released only after the print books.

(Note: This thread was intended for feedback pertaining to the preview directly, general question are supposed to be asked in this topic:
http://www.**earthdawn**.com/**forum**/index.php?topic=2086.0
No problem and no harm done, but maybe you can find answers to other general questions there. It's 300 posts long, though... ;D)

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **etherial** on **June 16, 2009, 16:35**

Quote from: arma on June 16, 2009, 15:45

> Quote from: Thosam on June 16, 2009, 15:11
>
> > 1.Will there be a 2e-to-3e-conversion document of some sort or do I just throw the book at my players along with their achieved number of LP?
>
> At the moment, it looks like there will be a conversion guide, but it won't be based on LP (simply isn't possible, no one knows the amount of Karma used by the player, etc.).
> Also, it won't be from 2nd edition if you are referring to the thing officially titled "**Earthdawn** Second Edition", publisched by LivingRoomGames (LRG) in 2001. Third Edition is based on EarthdawnClassic which we published in 2005, which is a revised reprint of what you refer to as classic. This shouldn't be a matter for conversion, though, characters from any edition will be covered.
>
> Quote
>
> > 2. Will there be a pdf of 3e rules available? I usually print and handbind my books myself.
>
> Yes, but it will be released only after the print books.
>
> (Note: This thread was intended for feedback pertaining to the preview directly, general question are supposed to be asked in this topic:
> http://www.**earthdawn**.com/**forum**/index.php?topic=2086.0
> No problem and no harm done, but maybe you can find answers to other general questions there. It's 300 posts long, though... ;D)

replied to over there.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **ED_Chronicler** on **June 16, 2009, 17:00**

> Quote from: Sethariel on June 16, 2009, 15:16
>
> As far as I remember versatility rules always prevented from acquiring a talent available to the discipline the character had. This I believe doesn't change with Talent Options, as they are still **available** talents to the discipline. So you shouldn't be able to take Durability via Versatility. Of course this happens if the rules for Versatility are changed...
>
> So we'll just have to wait for any news about the changes in the versatility rules :P

That is correct on versatility. However, now it depends upon how we define available.

Let us say that we have a 7th Circle Archer, and depending upon the circle advancement rules, if my archer doesn't pick up Durability at level 2, 3, or 4 (Novice Circles). Is that talent then available to be chosen at Circle 7? If the answer is no, then it is no longer available. Now that is taking the issue a bit far, however, it is something to be considered.

Now on another item: How critical is Durability to survival in **Earthdawn**?

I've played a few MMORPG's out there, and one item has routinely come up. Lets look at the 2 bar system most games have. The Health and Energy, Mana, etc blue bar. Lets call this blue bar, Durability for comparison purposes. Now whatever the game is, everyone gets Fast Recovery for this Durability bar. And everything the player could do is determined by said bar. Without Fast Recovery only 2-3 Classes are viable in said game. Everyone else runs out of Durability and must wait until said bar is full and continue, while those with Fast Recovery just keep on going. Everyone in the game builds with said "Required" power of Fast Recovery, even though no class in the game requires that power, yet to have fun and play said game it is viewed as required. And almost everyone in said game will not build a character without it.

As most MMORPG's out there have multiple servers do we now consider **Earthdawn** in a similar manner?

At your local gaming convention:
* Table 10: **Earthdawn** RPG Session at 12:00 PM Durability Campaign
* Table 14: **Earthdawn** RPG Session at 12:00 PM Non-Durability Campaign (Kiddie Table / Die-Hard Table)

And while yes, I'm approaching this using extreme's. I feel that pointing out any potential issue, only serves the community as a whole.

I'm already considering a house rule where in spite of the "Talent Option" placement of Durability, I plan to have it automatically set as a core talent for 2nd circle, and still let the players choose a single talent for 2nd circle, total of three talents at second circle.

I recently had a slight sparing match, 2 first circle characters, and it basically boiled down to 4 hits and the characters would have been dead. DR / UR only increase with Toughness (at a rate of 1 or 2 per increase and a max of five increases) or Durability. Post 2nd Circle it becomes far too easy to just devastate your groups. Take a 5th Circle Human Warrior with Durability and one without, make them exactly the same otherwise and set them at each other. Without at least 1 very good roll on damage, or plenty of misses by the Durability Warrior, the survivability of the warrior with Durability is significantly more so.

Well, I guess that is enough rambling on for now.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **etherial** on **June 16, 2009, 17:06**

Quote from: ED_Chronicler on June 16, 2009, 17:00

> Quote from: Sethariel on June 16, 2009, 15:16
>
> > As far as I remember versatility rules always prevented from acquiring a talent available to the discipline the character had. This I believe doesn't change with Talent Options, as they are still **available** talents to the discipline. So you shouldn't be able to take Durability via Versatility. Of course this happens if the rules for Versatility are changed...
> >
> > So we'll just have to wait for any news about the changes in the versatility rules :P
>
> That is correct on versatility. However, now it depends upon how we define available.
>
> ---
>
> Let us say that we have a 7th Circle Archer, and depending upon the circle advancement rules, if my archer doesn't pick up Durability at level 2, 3, or 4 (Novice Circles). Is that talent then available to be chosen at Circle 7? If the answer is no, then it is no longer available. Now that is taking the issue a bit far, however, it is something to be considered.

Quote from: Discipline Design Document, page 11, right column, fourth line

> While optional talents can be chosen from lower-status lists...

So it was possible under ADM. There's no reason to believe that has changed and every reason to believe it hasn't.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: arma on **June 16, 2009, 17:35**

You don't need to go as far as the Disci Design document, James has said as much above, and Jason has in the thread linked to:

Quote from: Anunnaki on June 16, 2009, 06:48

> You can select talents from earlier pools if you wish (when eligible). But you learn them at the appropriate category. For example, a Journeyman choosing a talent from the Novice pool pays Legend Points for that talent as if it were from the Journeyman pool.
>
> Discussion on Number of Talents, etc., should be continued here (which answers this same question):
>
> http://www.**earthdawn**.com/**forum**/index.php?topic=2252.15

Quote from: ED_Chronicler on June 16, 2009, 17:00

> Well, I guess that is enough rambling on for now.

To ease your burden, here's the first two sentences of the Durability talent description: (We'll call that a bonus sneak preview ;D)

Quote

> *Unique to each Discipline*.The adept's ability to take damage increases by improving the Durability talent specific to his Discipline.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **etherial** on **June 16, 2009, 17:57**

Quote from: arma on June 16, 2009, 17:35

> You don't need to go as far as the Disci Design document, James has said as much above, and Jason has in the thread linked to

I didn't want to break the rule of ignoring them. :)

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **PenAgain** on **June 16, 2009, 18:16**

Quote from: arma on June 16, 2009, 17:35

> To ease your burden, here's the first two sentences of the Durability talent description:
> (We'll call that a bonus sneak preview ;D)
> Quote
> > *Unique to each Discipline*.The adept's ability to take damage increases by improving the Durability talent specific to his Discipline.

A new sneak peak! Thanks Arma! You shall be rewarded accordingly when the day of reckoning (AKA Day of Release) comes!

wild cackle

Back on task: I see "mandatory Durability as Bonus Talent at Circle 2" being a rather common houserule for those familiar with previous ED editions... UNLESS there's something in the new rules (of which we are not yet aware) that changes its utility.

shrug I don't think that's a bad way to handle it myself... house rules make the world go round... especially with table-top RPGs.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **werefrog** on **June 16, 2009, 18:48**

> Quote from: PenAgain on June 16, 2009, 18:16
> > Quote from: arma on June 16, 2009, 17:35
> > > To ease your burden, here's the first two sentences of the Durability talent description:
> > > (We'll call that a bonus sneak preview ;D)
> > > Quote
> > > > *Unique to each Discipline*.The adept's ability to take damage increases by improving the Durability talent specific to his Discipline.
> >
> > A new sneak peak! Thanks Arma! You shall be rewarded accordingly when the day of reckoning (AKA Day of Release) comes!
> >
> > *wild cackle*
> >
> > Back on task: I see "mandatory Durability as Bonus Talent at Circle 2" being a rather common houserule for those familiar with previous ED editions... UNLESS there's something in the new rules (of which we are not yet aware) that changes its utility.
> >
> > *shrug* I don't think that's a bad way to handle it myself... house rules make the world go round... especially with table-top RPGs.

The Werefrog still don't see how that talent works with versatility. Can a spellcaster with versatility take warrior durability?

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **PenAgain** on **June 16, 2009, 18:52**

Nope, Werefrog-- the line "Unique to each Discipline" indicates that the Talent works specific to the Discipline in question-- there is no Warrior Durability or Elementalist Durability; they're all one Talent (unlike Thread Weaving) but the effects of that Talent vary based on what your Discipline is.

Is that little more clear? *hopes*

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: arma on **June 16, 2009, 18:54**

Putting it in another way:
The Warrior Durability is specific to the Warrior Discipline, it is unique to the Warrior...
Is the Wizard a Warrior?

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **ED_Chronicler** on **June 16, 2009, 19:17**

Man,

I don't know how I missed that statement in James post. I saw that line about numbers of talents and just moved on.

I'm not reading other thread in detail atm, I was focused on this item.

But with the Line regarding Durability and the clarification on learning of Talent Options, I'm satisfied.

At least as far as the versatility abuse potential goes.

==========

As far as how to clarify Durability with a magic theory related explanation:

Assume you are looking at the pattern of the Durability talent. For my visual, I'll use a rubber ball, now wrap a center line of yellow string two wide around it. Now take a string of yellow and brown with a black shield pattern on it and entwine them together then loop it and tie it around the center string. Now wrap some more yellow string until you create a noticeable distance from the core, one quarter inch will do. Wrap another center yellow string two wide. Tie another yellow and brown string with an arrow pattern on it, and tie it to the new center yellow string. The singular talent, has multiple connections to its pattern. Each of these connections is a discipline represented by its pattern on the brown string. The depth of the connection to the pattern of the discipline establishes the "degree" that one utilizes that talent. In the case of Durability, it is represented by a greater DR/UC increase per rank. In say melee weapons, it represents the "Discipline Talent" status. So to explain differently, a thread connected to a talent closer to the talent's pattern core, establishes a "greater connection". What that connection yields to said discipline connected to it, is dependent upon what that talent does. Although in most cases, it would seem to simply be the Discipline Talent status or as appears to be in ED3, Core Talent status, while in some more rare cases such as Durability it represents the degree of benefit from the talent, while the rank of thread woven between the name-giver's pattern represents the strength of the connection.

==========

Well, I probably should head to bed, my eyes feel like they're burning in the sockets.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **etherial** on **June 16, 2009, 19:39**

Quote from: arma on June 16, 2009, 18:54

> Putting it in another way:
> The Warrior Durability is specific to the Warrior Discipline, it is unique to the Warrior...
> Is the Wizard a Warrior?

No, but he can learn Warrior Talents. I think you'd've been better off with only the second sentence.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **arma** on **June 16, 2009, 20:59**

Quote from: etherial on June 16, 2009, 19:39

> No, but he can learn Warrior Talents. I think you'd've been better off with only the second sentence.

Doesn't make him a Warrior.
Only a Warrior can profit from Warrior Durability.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Citizen Joe** on **June 17, 2009, 04:08**

Durability could be just one talent, but the second circle 'special ability' of warriors would be 'warrior's durability' which stipulates the increased benefit from durability.

So you'd get the normal 4/3 (?) boost for each rank of durability until you reach circle 2 in warrior discipline, and then it jumps to 8/7 (?)

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **etherial** on **June 17, 2009, 04:18**

> Quote from: Citizen Joe on June 17, 2009, 04:08
>
> Durability could be just one talent, but the second circle 'special ability' of warriors would be 'warrior's durability' which stipulates the increased benefit from durability.
>
> So you'd get the normal 4/3 (?) boost for each rank of durability until you reach circle 2 in warrior discipline, and then it jumps to 8/7 (?)

I like that way of explaining it, Joe. One implication, though, is that once they reach 2nd Circle in 2 Disciplines, they get the best Durability. Not that I've ever had a problem with that, but I know some do.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Crusader** on **June 17, 2009, 10:23**

Maybe the wizard/warrior has to re-purchase all his ranks in durability he originally took as a wizard to get the boost?

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Citizen Joe** on **June 17, 2009, 13:03**

Just set the applicable discipline to the highest circle of your disciplines. So if you want the warrior durability bonus, warrior needs to be your highest circle discipline.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Crusader** on **June 17, 2009, 13:16**

I like that one.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Mouse** on **June 17, 2009, 22:59**

> Quote from: arma on June 16, 2009, 20:59
>
> > Quote from: etherial on June 16, 2009, 19:39
> >
> > No, but he can learn Warrior Talents. I think you'd've been better off with only the second sentence.
>
> Doesn't make him a Warrior.
> Only a Warrior can profit from Warrior Durability.

To be honest, given that a Wizard can learn other Warrior talents to almost the same level of competence as a Warrior, your reply smacks a little of "because we say so". I appreciate that's probably not your intention, but things are starting to feel increasingly rules lawyery around here. There's also something of a perception of "we made these decisions for a reason, which you will discover when the time is right". Given that the playtesting for ED3 was largely from 'reading these forums' (quoted from here (http://www.earthdawn.com/forum/index.php?topic=2152.0)) then I will remain skeptical.

Incidentally, my post in this thread got moved to the other thread Dammi (I think) forked off this one, but was actually nothing to do with the topic being discussed in the new

thread. Doesn't really matter, but thought I'd mention it while I'm a nitpicky mood. I should probably follow that sage advice and if I can't say anything nice, not say anything at all.

I should apologise if this post sounds snarky - it really isn't intended to be - I wish you all the best of luck with your new edition.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **PenAgain** on **June 17, 2009, 23:53**

Quote from: Mouse on June 17, 2009, 22:59

> I appreciate that's probably not your intention, but things are starting to feel increasingly rules lawyery around here. ew edition.

In my experience, rules lawyers are those who try to use the rules in ways they were not intended to get things that they want. Like, for example, taking 2 Circles of Warrior with your human Wizard so you can have a better death rating.

Building in rules that prevent such things from happening isn't what I would call "lawyering", but rather is an effort to prevent those things that can drastically interfere with the fun factor. (Anti-lawyering, perhaps?) I'd say the inclusion of 'patches' for rules that were frequently abused or misleading is a positive change in a new edition.

I know this belongs in the other thread
I guess I'm really hazy on all this because my books are all packed at the moment, but have you ever been able to take 2 Durabilities? I can't recall that ever being the case, and it certainly wasn't a matter of humans being able to snag other people's Durabilities for their own uses... otherwise the Journeyman wouldn't have had his own Durability spread.
Done with my aside

I'm probably rambling, so disregard me if I've fallen off the point here.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **arma** on **June 18, 2009, 00:10**

Quote from: Mouse on June 17, 2009, 22:59

> To be honest, given that a Wizard can learn other Warrior talents to almost the same level of competence as a Warrior, your reply smacks a little of "because we say so".

In a way, it is "because we say so", as we've written the rules. Or rather, revised them from what FASA did, so maybe it's "because FASA said so and we kept it that way". (The only way to not have that is to make up your own game, every game has the "because we made the rules that way" aspect to it.)
And I posted the rules up above (post #44) to explain them, as it seemed appropriate, to avoid further confusion about the matter. No waiting necessary, all the rules are there.
And these rules have not changed since ED1 really:

Quote from: ED1corebook

> The character's Discipline determines the amount of this increase.

You have to be a member of a Discipline to profit from that Discipline's Durability.

And there is no way to explain it other than to repeat that or to state the rule's effect.

- Learning any number of Warrior Talents via Versatility does not make you a Warrior
- If you are not a Warrior, your Durability cannot be that of a Warrior, Hence, even if you learn Warrior Durability, you don't get that fancy 9/7 increase.

There's no other way to put it. If anyone does not get the fact that learning some Warrior talents via Versatility does not make a human a Warrior, there is a lack of understanding

of one of the key components of the game there. I can explain that component, but I'd rather assume veteran Earthdawn players are familiar with them, and anyone else would speak up and ask why that is so. ;)

Quote from: PenAgain on June 17, 2009, 23:53

> I guess I'm really hazy on all this because my books are all packed at the moment, but have you ever been able to take 2 Durabilities? I can't recall that ever being the case, and it certainly wasn't a matter of humans being able to snag other people's Durabilities for their own uses... otherwise the Journeyman wouldn't have had his own Durability spread.

No. It was pretty straightforward. The talent rules covered the Versatility aspect, the advancement rules multiple Disciplines.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Dammi** on **June 18, 2009, 06:12**

Hiya!

Quote from: Mouse on June 17, 2009, 22:59

> Given that the playtesting for ED3 was largely from 'reading these forums' (quoted from here (http://www.earthdawn.com/forum/index.php?topic=2152.0)) then I will remain skeptical.

I hate to say it, but what griton said isn't true. Yes, we used forum feedback to make improvements to ED3 but that was --by far-- not all we did. I'd wager that most of the new stuff in there has not even been discussed on our forums. As far as playtesting goes, this came mostly from our own groups (and a couple of independent ones) over the years.

Quote from: Mouse on June 17, 2009, 22:59

> Incidentally, my post in this thread got moved to the other thread Dammi (I think) forked off this one, but was actually nothing to do with the topic being discussed in the new thread. Doesn't really matter, but thought I'd mention it while I'm a nitpicky mood. I should probably follow that sage advice and if I can't say anything nice, not say anything at all.

Whoops--sorry 'bout that. That wasn't intentional.

Best,

Dammi

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Crusader** on **June 18, 2009, 10:49**

Say, who do I, Ukhata and Oofje need to kill to become one of those playtesting groups? >:D

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **sirserafin** on **June 18, 2009, 11:56**

Will it be a really big problem if in our group we decide to grant Durability as an extra talent (as talent you have to take like Discipline Talent) at Second Circle for each adept (so we'll get 3 talents at this Circle)?

Does it change anything if everyone get it? I think no.

Will there be an optional rule which allow to do it?

Will we get next reattuning talents rules (so Durability also...) for multi-Discipline characters?

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Mouse** on **June 18, 2009, 18:33**

Quote from: PenAgain

> Building in rules that prevent such things from happening isn't what I would call "lawyering", but rather is an effort to prevent those things that can drastically interfere with the fun factor. (Anti-lawyering, perhaps?) I'd say the inclusion of 'patches' for rules that were frequently abused or misleading is a positive change in a new edition.

I'm teetering on the edge of a (nice) semantics discussion here, but I'll stay clear and simply state that I agree with you: clarity of rules is a worthy goal, particularly insofar as it facilitates fun for all parties. What I was alluding to before, however, was a worry that we would slip into the realms of the game world mirroring the rules, rather than modification of the rules to facilitate a vision of the game world. Presumably that's a major part of what ED3 is, though, so perhaps I should stay quiet until I've seen the bigger picture.

Quote from: Arma

> And there is no way to explain it other than to repeat that or to state the rule's effect.
>
> - Learning any number of Warrior Talents via Versatility does not make you a Warrior
> - If you are not a Warrior, your Durability cannot be that of a Warrior, Hence, even if you learn Warrior Durability, you don't get that fancy 9/7 increase.
>
> There's no other way to put it. If anyone does not get the fact that learning some Warrior talents via Versatility does not make a human a Warrior, there is a lack of understanding of one of the key components of the game there. I can explain that component, but I'd rather assume veteran Earthdawn players are familiar with them, and anyone else would speak up and ask why that is so.

As a disclaimer, I joined in the discussion more in agreement with Etherial than any strong feelings on the matter (use my own ruleset, yadda yadda).

I'd also like to put your mind at ease that I'm familiar with the 'key components' of Earthdawn (and quite a few of the more subtle nuances as well).

Perhaps this belongs in the Durability thread, but I'll respond to your points here:
- I understand that learning the talents of a discipline does not, in any way, mean that one is a member of that discipline, with all rights and entitlements thereof;
- I also understand that this, therefore, means that if one belongs to another Discipline, one cannot enjoy the benefits of the Durability 9/7 possessed by Warriors...

I put it to you, however, that the continued recurrence of this topic suggests that many groups have feelings or queries on the matter;
- and that, given that the use of Versatility enables a character to replicate all other talents at a level of competence exactly equal to that of a Warrior (barring karma on discipline talents);
- and, bearing in mind that RedBrick seems to have felt that Durability was not working in its current state, anyway (i.e. they have removed it from the 'core' options);
- and that Durability as it stands seems to have some 'interesting' (read: stupid) loopholes (such as a multi-Discipline Warrior / Wizard having a prodigious Death rating, while a Wizard / Warrior - who has spent exactly the same amount of time and legend points in his discipline - has the lowest Death rating in the game);
- and that this fact has been addressed by an optional rule, itself a tacit admission that many find the situation but less than desirable...
... we can conclude that the rule (to use local parlance) is at least partially screwed. Is Versatility the problem? Is multi-disciplining the problem? Is Durability rating being determined by discipline the problem? Is it some combination of these, or something else entirely? Will the new Durability rules rectify the problem or exacerbate it? All these questions and more, in the next thrilling episode...

(Disclaimer: I don't mind what the answer is, or even whether an answer exists, it's just nice to be chatting to people who know their subject... also, interested to see if your solution is more elegant than the one used in MouseDawn - always happy to evolve! Incidentally, my home rules weren't really called MouseDawn... except I like the name, so

I might use it! You heard it here first!)

Quote from: Dammi

> As far as playtesting goes, this came mostly from our own groups (and a couple of independent ones) over the years.
>
> <Snip>
>
> Whoops--sorry 'bout that. That wasn't intentional.

No worries. :) I'm reassured by the playtesting. Thanks for the correction and the courtesy.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **arma** on **June 18, 2009, 18:54**

Quote from: Mouse on June 18, 2009, 18:33

> I'd also like to put your mind at ease that I'm familiar with the 'key components' of Earthdawn (and quite a few of the more subtle nuances as well).

The not understanding thingy wasn't really directly pointed at you (just to be on the safe side here).

I just don't see how "but he can learn Warrior talents" is an answer to "he isn't a Warrior". That's like saying "cheese isn't meat" and getting the answer "but it may both come from a cow" when the topic is what the basic component of steak is.

Quote from: Mouse on June 18, 2009, 18:33

> (Disclaimer: I don't mind what the answer is, or even whether an answer exists, it's just nice to be chatting to people who know their subject... also, interested to see if your solution is more elegant than the one used in MouseDawn - always happy to evolve! Incidentally, my home rules weren't really called MouseDawn... except I like the name, so I might use it! You heard it here first!)

You shall get it nonetheless ;)
The symptom is Multi-Disciplining.
The Disease is GMs afraid to say "yes" or afraid to make calls. Or afraid in general.
;D

Removing Durability from core doesn't have anything to do with it. It doesn'T change the talent, doesn'T change how it works, and doesn't change its status. What it does is people going crazy about it for one reason or another, or drawing conclusions that just aren't there. They're overstating the impact, for whatever reason or incentive they may have. I'm not saying there aren't any problems with Durability, but they're the same problems Durability has had for 15 years.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Mouse** on **June 18, 2009, 19:13**

Quote from: arma on June 18, 2009, 18:54

> The not understanding thingy wasn't really directly pointed at you (just to be on the safe side here).
>
> I just don't see how "but he can learn Warrior talents" is an answer to "he isn't a Warrior".
> That's like saying "cheese isn't meat" and getting the answer "but it may both come from a cow" when the topic is what the basic component of steak is.

You're safe. ;) (For what it's worth, my discussion isn't intended to be provocational or offensive either! You never can tell with the written word, though...)

I like your metaphor... but... I think we may be arguing different things.

I suggest that "he can learn Warrior talents" and "he isn't a Warrior" aren't really the issue.

What may be the problem is that "he can learn Warrior talents" "as well as a Warrior"

"except that one, because he isn't a Warrior". The disconnect may be that I can learn Melee Weapons better than other Wizards (say), I can learn Air Dance better than other Wizards, but I can never learn Durability better than other Wizards (particularly now that I can elect not to have durability from my discipline at all).

I also disagree that the problem is that people are afraid (particularly in general). When a rule is unclear, people will try to find an interpretation. I am willing to bet that many players try to get hold of higher Durability. I'm also fairly willing to bet that most GMs are sufficiently in control of their games to refuse this. However, when lots of people come looking for clarification, that means that something is either unclear, large numbers of people aren't able to read clearly (which may be them, lack of clarity in the text, or a widespread 'Durability Fog' sweeping the world) or they don't think the rule works as written.

I would suggest to you that people are asking for your opinion because the rule isn't very good. (This Versatility issue is a bit of a new wave, in my opinion, and largely stems from the idea that if Durability is core, then when a person learns it, he should learn it as well as the person who is teaching it to him... which isn't ridiculous, is it? I know you're saying Durability is integral to a class, but please refer to my above point.)

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **arma** on **June 18, 2009, 20:02**

Quote from: Mouse on June 18, 2009, 19:13

> What may be the problem is that "he can learn Warrior talents" "as well as a Warrior" "except that one, because he isn't a Warrior".

I (hope I) did not say he cannot learn it. He can totally learn it. But he won't get the Warrior (9/7) increase. Hence, he won't profit from it. Because he is not a Warrior.
Also been that way since ED1, the prime example there being the Journeyman, who had his own Durability Rating assigned, and he *had to* learn that one via Versatility...

Quote

> I also disagree that the problem is that people are afraid (particularly in general).

The afraid part was more about the whole "multi-disciplining and Durability" thing, because the rules were pretty clear about it*. I've heard these concerns by GMs for ten years or so. "But if I allow the Warrior to also be a Wizard he'll be a Wizard with incredible Durability" or "But if the Wizard becomes a Warrior he has that crappy Durability"...
For the latter, we have the optional rule. For the former, there is a GM call necessary. And here, GMs are afraid to either make the call or just say yes.
I've had people taking on magicians as second Disciplines in my game, and didn't consider it a problem. Many do, for some reason or the other.

*of course, we haven't presented everyone with the full extent of the coming rules (you're not supposed to play ED3 from the previews really...), but most of what I read is from assuming they'll be the same as in ED1 anyway. Which in this case, they are. I'm not quite sure if clarifications are sufficient for this any more, since they've also been there since ED1. They just weren't taken that seriously, because they never fit the personal situation of the person who asked. Currently delibaerating if to address these things with a series of articles or something similar, because explaining the rules doesn't help if people don't like the explanation in their current situation. That's the thing with the "Warrior becoming Wizard" vs. "Wizard becoming Warrior" scenarios above. The rule was "only first Discipline Durability" in ED1, which was fine for one of the situations, but not for the other. So the answer is not rules, it is advice.

(typing somewhat fast here because the stomach is growling, hope it still makes sense)

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **werefrog** on **June 18, 2009, 20:24**

If the rules for Durability are going to be the same as we have previously seen, The Werefrog am fine with it. Durability is actually a pretty good method for the game. Aligning durability for additional disciplines is good, too. That was an excellent, elegant method of handling the problem. Your spellcaster can multi-discipline to get a higher durability, but it will cost you in legend points, that is, if you survive.

However, the one problem The Werefrog have, without reading the full rules yet, is that durability is not taken as given at 2nd circle. The Werefrog know we have to have a number of talents at 1st circle to make a character. Why can't 2nd circle come with two talents guaranteed and one additional?

However, the full judgment is reserved for that time at which The Werefrog can see all the rules and give them a try. In the games of The Werefrog, however, The Werefrog anticipate 2nd circle coming with durability as a talent forced on the players.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **arma** on **June 18, 2009, 20:57**

Quote from: werefrog on June 18, 2009, 20:24

> The Werefrog know we have to have a number of talents at 1st circle to make a character. Why can't 2nd circle come with two talents guaranteed and one additional?

Simply to streamline the progression*.
Besides 1st Circle, every Circle has 1 Discipline Talent, and 1 slot for a Talent Option.
Simpler that way.

*the old one was: 6/7, 3, 2, 2, 3, 2, 2, 3, 3, 2, 2, 2, 3, 2, 3. It's not very intuitive.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **PenAgain** on **June 18, 2009, 21:45**

... I know many of **US** will miss the 3rd talent (Durability) at 2nd Circle...

But new people won't miss it... because to them it's never been there at all.

I don't know why I feel compelled to say that (again) but here it is, being said again.

What I love about new editions (and I KNOW I'm in a minority) is the chance to look at a game from a fresh perspective. Baggage from old editions never makes the switch to new editions enjoyable, in my experience.

I'm just thankful that ED3 isn't a MASSIVE system overhaul, which sometimes prevents players who want to play using older editions/rules from doing so (new SR4 supplements don't really easily convert back to previous editions for those who are not keen on 4th, for instance). It seems to me like ED3 will be just as mix-and-matchable with previous editions as Classic and 2nd Edition are.

Modular awesomeness ;D

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **sirserafin** on **June 18, 2009, 22:03**

Sorry for my poor English but I think that it shouldn't be problem to answer my former questions - it's shouldn't be like this that I have to wait for the same questions from Mouse or Werefrog to get an answers.

You've talked about some kind of shit (but in cute, sweet sentences) (sorry for this Guys...) for 2 or 3 days (over and over again "Warrior-Wizard/Wizard-Warrior") but noone gave any good answer (or U don't wanna hear what arma says...) so maybe just give up and wait for release if noone can speak a word now, huh? It's only 2 or 3 weeks.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Ukhata** on **June 18, 2009, 22:06**

Quote from: sirserafin on June 18, 2009, 22:03

> Sorry for my poor English but I think that it shouldn't be problem to answer my former questions - it's shouldn't be like this that I have to wait for the same questions from Mouse or Werefrog to get an answers.
>
> You've talked about some kind of shit (but in cute, sweet sentences) (sorry for this Guys...) for 2 or 3 days (over and over again "Warrior-Wizard/Wizard-Warrior") but noone gave any good answer (or U don't wanna hear what arma says...) so maybe just give up and wait for release if noone can speak a word now, huh? It's only 2 or 3 weeks.

we just like to discuss
the best ideas sprout from this
thus we discuss

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Mouse** on **June 18, 2009, 22:12**

Quote from: sirserafin on June 18, 2009, 22:03

> You've talked about some kind of shit (but in cute, sweet sentences) (sorry for this Guys...) for 2 or 3 days (over and over again "Warrior-Wizard/Wizard-Warrior") but noone gave any good answer (or U don't wanna hear what arma says...) so maybe just give up and wait for release if noone can speak a word now, huh? It's only 2 or 3 weeks.

Are you flirting with me?

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **sirserafin** on **June 18, 2009, 22:17**

So... it's short and easy...

Will we get an optional rule which allow to take extra talent at second circle or no, and why?

Will all system collapse if every adept in the world receive that extra talent?

Two answers and everything will be clear and all people happy. Discussion without any answer in this topic have no sense, imo.

EOT

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **etherial** on **June 18, 2009, 22:21**

Quote from: sirserafin on June 18, 2009, 22:17

> So... it's short and easy...
>
> Will we get an optional rule which allow to take extra talent at second circle or no, and why?

That optional rule already exists. It's commonly known as "The Golden Rule", which is "This is your game. Do what makes sense to you."

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Mouse** on **June 18, 2009, 22:22**

I should clarify - that was a joke. (It amused me anyway.)

For what it's worth, I posted more than once (3 times in total) because Arma hadn't answered my question - was interested to find out whether something I thought was a problem had been resolved in the new edition (which is one of the purposes of the forum).

Actually though, SirSerafin, you're probably right - I'll shut up and wait (and then just play MouseDawn anyway).

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **arma** on **June 18, 2009, 22:28**

Quote from: sirserafin on June 18, 2009, 22:03

> Sorry for my poor English but I think that it shouldn't be problem to answer my former questions

Sorry, wasn't quite sure if your questions were rhetorical.

There probably won't be an optional rule that allows you to take Durability in addition, because you can simply house rule that if you think it's necessary. We don't think it's necessary.

Giving Durability as an additional Discipline Talent at Second Circle would mis-align the LP award tables and make characters slighlty more poweful, but nothing else (which is a by-product of the new system, it allows you to customize more easily without changing other rules).

I don't see why this would make everyone happy, though. ;D

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **sirserafin** on **June 18, 2009, 22:35**

With "extra" Durability noone will be more powerful than before... just keep in mind that there are (I'm sure) many people that have played same campaign for months or years (or have just started and reache 2nd or 3rd circle) with ADM and they don't want to erase one of their talents.

Why are they happy? Cause they finally know. Thx for answer. I will try to be little more polite in my posts next time.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **arma** on **June 18, 2009, 22:42**

Quote from: sirserafin on June 18, 2009, 22:35

> With "extra" Durability noone will be more powerful than before... just keep in mind that there are (I'm sure) many people that have played same campaign for months or years (or have just started and reache 2nd or 3rd circle) with ADM and they don't want to erase one of their talents.

It's not because of Durability, but because of having 1 additional talent.
And not more powerful than in EDC or with the ADM, but more powerful than other ED3 characters (the ones published as GM characters or as opponents in adventures, for example... so you got to modify GM characters to match the power level).

Quote

> Why are they happy? Cause they finally know. Thx for answer. I will try to be little more polite in my posts next time.

Well, I can tell you other Optional Rules you won't see either the whole long day. ;D

Quote from: Mouse on June 18, 2009, 22:22

I posted more than once (3 times in total) because Arma hadn't answered my question

Errr... have I in the meantime? May have missed something...

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **ED_Chronicler** on **June 18, 2009, 22:58**

Hmmmm, maybe I'm an ork, the two ways of certainty in setting off my gahad is:

* Messing with my EDC Edition of the Earthdawn Ruleset
* Official Earthdawn Forums being inaccessible during any time that I might look for them.

And it nevers gets set off by:

* Forum Insults directed at me.
* Discussions that I feel are resolved but others continually bring up.

Hmmm, dry humor, but I still like it. Anywho, some people will debate items to death, I know I can. I'm satisfied with the answers provided by Arma even though I'm not certain I like them. But hey, not everyone can be happy. And ultimately it is the lack of access to a book that is going to create most of the debates at this time. Most of us understand that. But that doesn't mean we won't discuss aspects that concern us, are important to us, or just present a chance to discuss new information. [to death, with a trip to the Masquerade to bring it back, only to discuss the topic to death again.]

Personally, I find I'm not a big fan of new disciplines when existing ones serve well in its place, and I can at times be passionate about this view. And I try to refrain from entering that discussion when others post their beloved creations.

We all have a common interest in this, and sometimes its easier to ignore us die-hard's than try to change us.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **The Void** on **June 19, 2009, 01:18**

Quick question I am hoping could be answered.

Not everyone likes the ADM system (my ED group doesn't as one example) and apart from house rules, will there be an optional rule to not use the talent options and use standard disiplines like EDC & ED1.

Regards

The Void

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **arma** on **June 19, 2009, 01:45**

Yes.
Where exactly (book, freebie, etc.) isn't decided yet, though.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **werefrog** on **June 19, 2009, 02:51**

Quote from: arma on June 19, 2009, 01:45

> Yes.
> Where exactly (book, freebie, etc.) isn't decided yet, though.

With regards to this no-choice discipline advancement, will the core talents be the same as with the regular discipline or will it be like ADM where talents get shuffled a bit? I.E., will it look like a specific set of choices each adept makes by following it, or will these adepts be different to the point that they have different Discipline talents?

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **arma** on **June 19, 2009, 03:17**

A set of choices, Discipline Talents stay the same.
They will usually represent choices with the widest possible application for the adept, and are oriented at the Discipline's focus.

For example, while you could make an Archer that is a hunter-type (in the widest sense, be it based on actual hunters, a bounty hunter, the sniper, etc.) by taking Tracking and Silent Walk (for starters), this would create a specialized form of Archer. The "no choices" variant won't feature it, but will feature mostly things that are about the primary focus of the Archer: shooting bows, doing crazy things with missiles, and being perceptive.

It otherwise uses all the same rules, which means normal rules and optional rules are compatible. If your group wants to play with Talent Options, but one member of your group doesn't want to dig into them, he can play without choices without a problem, while the rest of your group chooses talents. If he doesn't want to choose because he is not familiar with the game yet, being a new player in an expereinced group, for example, he can switch to making the choices himself later. If he sees one of the pre-detrmined talents doesn't fit his style after all, you can simply swap it out for another Talent Option at that point, or even switch a couple of Talent Ranks around, as they were not used to advance in circles anyway.

The Discipline system is designed with these possibilities in mind, and some decision made on other aspects (meeting advancement criteria, what Discipline Talents to assign, why to reduce the number of Talent Options) were influenced by this option.
(Influenced! Optional Rules aren't the sole base for decisions like these.)

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Kasbak** on **June 19, 2009, 06:31**

I am somewhat curious, with Astral Sight being available to a Wizard at First Circle, would the Astral Sense spell still be necessary? I can see some uses for it over the talent, mostly to avoid taking strain, but with lower time requirements and greater detail for the Astral Sight talent I think it'd just be superfluous (provided the functions remain similar). Also, would the Book Mage ability protect the Grimoire as well, or just the adept? It would seem much more useful if it's the former, though I'm not sure if that would be unbalanced.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **arma** on **June 19, 2009, 06:55**

> Quote from: Kasbak on June 19, 2009, 06:31
> I am somewhat curious, with Astral Sight being available to a Wizard at First Circle, would the Astral Sense spell still be necessary? I can see some uses for it over the talent, mostly to avoid taking strain, but with lower time requirements and greater detail for the Astral Sight talent I think it'd just be superfluous (provided the functions remain similar).

For a starting character and for First Circle in general, Astral Sight will last 2 rounds. Astral Sense will last 12 minutes.
At Tenth Circle, Astral Sight might last 10 rounds. Astral Sense will last 20 minutes.
If you just want to monitor Astral Space, how much Strain does Astral Sense save you?

Quote

> Also, would the Book Mage ability protect the Grimoire as well, or just the adept? It would seem much more useful if it's the former, though I'm not sure if that would be unbalanced.

It doesn't (it would say so if it did).

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Anunnaki** on **June 19, 2009, 09:06**

<moderator>

A general moderator note and reminder.

Please watch both your language and courtesy levels towards other posters.

While I recognize that there is a lot of passion around any new or updated version of a game (especially when we all love the game so much), and that change is often a bitter pill to swallow, constructive questions and responses are welcome. Unconstructive or deconstructive responses are not.

Back to the discussion. Thank you.

<end moderator>

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Thosam** on **June 19, 2009, 10:56**

Having read through the pre-view some more I foresee skills becoming vastly more interesting and important and an increased interest in spell matrix items.

Finally the Talent Options pool allows for things that will make culturalization easier. Right now the talent list for kaer dwelling adepts differs from that of Barsaive adepts. I've run enough "Open this kaer now!!" scenarios to know that kaer players find it vastly irritating at times, especially in regard to Spell Matrix talents.

With the Talent Options pool, you can simply state that all Discipline Talents are the same for all adepts all over the world, but that the Talent Options differ from culture to culture, maybe even from race to race. A Theran Elf Warrior adept might have access to a different Talent Option pool than a Barsaivian Dwarf Warrior adept.

If this belongs in the "changes" thread say so, but they are stuck in a gob right now ;D.

Looking forward to the next preview and the finished products.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **arma** on **June 19, 2009, 11:49**

> Quote from: Thosam on June 19, 2009, 10:56
> Having read through the pre-view some more I foresee skills becoming vastly more interesting and important and an increased interest in spell matrix items.

Now there's someone who's spent some LP on his Research and Evidence Analysis. ;D

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Sethariel** on **June 19, 2009, 12:37**

> Quote from: The Void on June 19, 2009, 01:18
> Not everyone likes the ADM system (my ED group doesn't as one example) and apart from house rules, will there be an optional rule to not use the talent options and use standard disiplines like EDC & ED1.

That's another fine example that you can't make everyone happy :)

With all due respect I would not see the old rules as a part of Third Edition Rules. It's all about evolution, and I think ED is now heading in the perfect direction. The new rules and ADM as Thosam noted will enable smoother culturalization. It also enables easy specialization. And if the players want his character to be a generalist, or just say "a typical adept of his Discipline", if that still exists in Thrid Edition, well there is no problem with that.

If there is going to be an optional OLD RULE, I would see that as a pdf freebie. But from my point of view such an optional rule is not necessary. In my opinion if someone wants to play by the old rules, there are always old editions. If someone wants to play the old rules because he doesn't know which Optional Talents does he want to choose, there is always the GM and other players who can help decide.

That was my :my2cents:

About the skills... Yes having less talents means skills are going to count more (what I really like). And giving 14 points on them at the start is a good starter. I just hope skills will be cheaper (not necessarily easier to obtain) than in previous editions.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Cryingorc** on **June 19, 2009, 16:53**

> Quote from: arma on June 19, 2009, 11:49
> Now there's someone who's spent some LP on his Research and Evidence Analysis. ;D

;D
No doubt he paid dwarf scribes and archivists to do that for him.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Oguleth** on **June 19, 2009, 17:36**

Looks good to me; but I bet my 20 year old D20 I will put in Durability as a disc talent in circle 2 as a houserule. If I value my life at least, the players would poison my snacks otherwise... Luckily it must be the least complicated houserule of all time.

The Archer and the Wizard I have never liked much, so hard to comment on what they get and if I like em or not. I really hope Wizards gets a strain-ability during Master or so that lets them conjure glasses or something, considernig how much book stuff they have to through to get to that point..

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **werefrog** on **June 19, 2009, 20:13**

The Werefrog understand that only two disciplines were shown, but why couldn't one have been Nethermancer? That's the discipline The Werefrog love. The Werefrog believe that a poorly constructed Nethermancer discipline could ruin the game for The Werefrog. Thus, judgment is reserved until said changes are seen.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **ED_Chronicler** on **June 19, 2009, 20:28**

I'm almost afraid to see when the Name-Givers Compendium 3E version comes out, and what changes hit my Journeyman.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Ukhata** on **June 19, 2009, 20:28**

> Quote from: arma on June 19, 2009, 11:49
> > Quote from: Thosam on June 19, 2009, 10:56
> > Having read through the pre-view some more I foresee skills becoming vastly more interesting and important and an increased interest in spell matrix items.
>
> Now there's someone who's spent some LP on his Research and Evidence Analysis. ;D

even more important thanit is now in my game? :P
every player has at least 2 and up to 4 skills at rank 3 at circle 3/4 :P
and i mean not speak language skill :D

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Ukhata** on **June 19, 2009, 20:29**

> Quote from: ED_Chronicler on June 19, 2009, 20:28
> I'm almost afraid to see when the Name-Givers Compendium 3E version comes out, and what changes hit my Journeyman.

he became a traveling half magic adept with a walking stick
has to be male and has to like journeys.

:P

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **werefrog** on **June 19, 2009, 22:36**

> Quote from: ED_Chronicler on June 19, 2009, 20:28
> I'm almost afraid to see when the Name-Givers Compendium 3E version comes out, and what changes hit my Journeyman.

The Werefrog never liked that discipline. Sure, there are those that do like it, and The Werefrog won't keep it from them if they are experienced players.

However, Journeyman seems, to The Werefrog, to be the discipline for the player who doesn't want to try playing a real discipline. You can do anything, but that stifles creativity. It's much better to have the restriction that a traditional discipline gives. Restrictions breed creativity.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Thosam** on **June 19, 2009, 23:34**

> Quote from: Cryingorc on June 19, 2009, 16:53
> > Quote from: arma on June 19, 2009, 11:49
> > Now there's someone who's spent some LP on his Research and Evidence Analysis. ;D
>
> ;D
> No doubt he paid dwarf scribes and archivists to do that for him.

Nah, just been watching a lot of CSI:Bartertown... ;D

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **PenAgain** on **June 20, 2009, 00:13**

> Quote from: Thosam on June 19, 2009, 23:34
> Nah, just been watching a lot of CSI:Bartertown... ;D

I prefer CSI: Iopos. When people die there, they die NEAT!

quick, throw something on-topic into the post

Oh, does anyone else feel that the Wizard's Half-Magic is less.... fancy than the Archer's? Doesn't seem quite fair, does it?

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **sirserafin** on **June 20, 2009, 00:21**

Yeah... Wizard should get Book Eye ability...

For 1 Strain Wizard's eyes appeared on the book and he can throw it at unknown direction and see where book landed or smth.

Fancy enough? ;D

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **werefrog** on **June 20, 2009, 00:45**

No, a wizard should have the ability to wave a silly little wand, say Windgardium Leviosa, and make things fly as a half-magic.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **sirserafin** on **June 20, 2009, 01:07**

Have I missed something? Couldn't he do it before? :mumble:

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Telarus** on **June 20, 2009, 02:06**

Quote from: werefrog on June 20, 2009, 00:45

> No, a wizard should have the ability to wave a silly little wand, say Windgardium Leviosa, and make things fly as a half-magic.

(http://www.principiadiscordia.com/forum/Smileys/default/horrormirth3copy.png) <- HorrorMirth

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **arma** on **June 20, 2009, 10:37**

Quote from: PenAgain on June 20, 2009, 00:13

> Oh, does anyone else feel that the Wizard's Half-Magic is less.... fancy than the Archer's? Doesn't seem quite fair, does it?

It's pretty hard to get the magicians "right" because spells play a role in Discipline design, but without looking at them, the magicians seem to lose out.
They'll fare a bit worse than other Disciplines were talents (and sometimes Discipline Abilities) are concerned, but that's because spells are practically unlimited. Any other adept has 34-ish talents and can't learn other magical abilities (or can only learn them in a limited fashion), but for magicians, every spell is a new ability, so they're practically unlimited. The Wizard is even more versatile than the rest of them with the spells that are provided (others can get more versatile if you do some creative spell design at home).
So we're throwing the magicians some pretty hard things to chew on, and limit their Discipline Abilities and half-magic. One hard bit is that they can't use matrices to advance, which also serves to make multi-disciplining in between the magicians harder.*
Keep in mind half-magic is expandable, though, and what you see is only what they get no matter what you decide in your group.

* you know the drill. 10th Circle Wizard has used his casting and matrix talents to

advance, picks up Illusionist, and just needs to get another 2 or 3 talents to rank 10 to become a 10th Circle Illusionist too. Not that easy any more...

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Telarus** on **June 22, 2009, 00:07**

Excellent points, Arma. Spells do add a lot of versatility to the caster Disciplines. I agree that balancing the half-magic with that in mind seems like a good idea.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **etherial** on **June 22, 2009, 02:10**

Quote from: werefrog on June 19, 2009, 22:36

> However, Journeyman seems, to The Werefrog, to be the discipline for the player who doesn't want to try playing a real discipline. You can do anything, but that stifles creativity. It's much better to have the restriction that a traditional discipline gives. Restrictions breed creativity.

No, but Restrictions can *channel* creativity. The Journeyman in my game is restricting himself to no more than two Talents from each of the core Disciplines, a very challenging Restriction that is playing out interestingly. He's creating his own Discipline, one Circle at a time.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **ED_Chronicler** on **June 22, 2009, 02:45**

In my journeyman's case, most of mine, except my initial talents and maybe one or two others were gotten from fellow players. Unfortunately I couldn't get Clay Skin, that was the one I really wanted from the group's Purifier. But sometimes things are better that way.

If you look at the Journeyman as the end all be all of disciplines, you might be right. However, a journeyman can't do the end all be all with any degree of certainty, while you might learn a talent, you often don't learn all the other stuff that goes with it. The knowledge that supports those specific disciplines. And a GM can restrict things by not presenting NPC's that are willing to train. In spite of how well the player RP's the situation. Discipline loyalty on behalf of the NPC. Or blood oaths presenting a restriction to teaching any but fellow Order members, etc.

In my case, per ED1 Rules, I had a 15th Circle plan, I knew that I could get no more than 'X' talents per circle to ensure I made it to 15th Circle. I tried to emulate the talents per circle of the non-spell casting disciplines, and I even think I limited my first circle to only 5 talents. I even had a story on how I managed to learn Forge Blade from the village's weaponsmith, and how he was angry when he realized I wasn't learning the discipline, just the talent. But I'll tell that story in detail another day.

If you find that a player wants to play for the "power" he feels he gets from playing, then by all means, don't allow it. But if you find a good role-playing story, that might be a positive experience for you, your player, and your group as a whole, then I'd encourage you to explore that.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Difaw** on **June 22, 2009, 05:16**

Skills have always been very central IMB -- not it looks like EEB will be catching up a bit (Everyone Elses Barsaive)

Funny -- I've usually started my groups with 15 skill points -- but no higher than rank 2 unless you can prove to me that you really deserve it. Though I did have someone who was playing a 60 year old human who decided to adventure now that his wife had died

and his kids were all married off...and took 4 ranks of Farming, and related skills (meteorology, herbalism, hunting, butchery, etc.) to running a farm/farmstead. Became an Archer adept.

Funny...they were pretty useful skills, on the whole...

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **griton** on **June 22, 2009, 23:59**

Quote from: Dammi on June 18, 2009, 06:12

> Quote from: Mouse on June 17, 2009, 22:59
>
> > Given that the playtesting for ED3 was largely from 'reading these forums' (quoted from here (http://www.earthdawn.com/forum/index.php?topic=2152.0)) then I will remain skeptical.
>
> I hate to say it, but what griton said isn't true. Yes, we used forum feedback to make improvements to ED3 but that was --by far-- not all we did. I'd wager that most of the new stuff in there has not even been discussed on our forums. As far as playtesting goes, this came mostly from our own groups (and a couple of independent ones) over the years.

Sorry 'bout that. What I meant by " 'playtesting' " (emphasis on the quotes) was the public version of playtesting that some games do; ED3's version of that has largely been listening to the forums. The developers, of course, always have their own testing going on in their own games, so do have very real experience with the game, and not just a theoretical basis. (I started integrating ED3 stuff into my own game as soon as was possible to start getting my own and my players' ideas and feelings on it.) Sorry for the confusion there, I guess I figured that the last bit was kind of assumed.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **MacKotek** on **June 23, 2009, 13:09**

With Durability as an optiona Talent, i don't really get your attitude, people. Remember, that Adepts are not all Adventurers - some of them (especially spellcasters) would prefer other Talents in the safety of their homes, academies, towers and laboratories. When creating an NPC Wizard i would rather give him Abate Curse, or Item History, than Durability.
If your character's dangerous life makes Durability so precious, just take it on 2nd Circle. But still - you **don't have to**, and raising it is **not mandatory**. In case of an Archer, why not take Long Shot, and play Sniper, instead of Marksman (who'd take Durability)?

And one last thing:
Quote

> Half-Magic: Wizards may use half-magic **to recognize different types of magic use**, identify specific uses of Wizardry, and for knowledge of magical rituals.

Ha! See that, Sethariel? :P

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Mouse** on **June 23, 2009, 16:37**

Quote from: griton on June 22, 2009, 23:59

> Sorry for the confusion there, I guess I figured that the last bit was kind of assumed.

Well, there's your mistake right there! ;) Seriously, though, thanks for the apology though it's not really something which requires one (I was just surprised and concerned, given that my house rules had a year of playtesting by almost 30 people - one of the reasons I think they rock the kasbah).

I'll offer you a sincere apology, in return, for my poor comprehension - sorry!

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Relexx** on **June 24, 2009, 04:16**

I like the described changes so far. I see theme generating, easier, smoother, simpler. However in doing that you have not given options for character growth and expansion.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **meldert** on **July 01, 2009, 09:51**

Quote from: arma on June 20, 2009, 10:37

> So we're throwing the magicians some pretty hard things to chew on, and limit their Discipline Abilities and half-magic.

With this in mind I'm guessing that Nethermancers won't be able to create blood charms with half-magic anymore, just sense spirits...

Creating blood charms will perhaps be a thread weaving knack instead? Or maybe as a special ability on 5th circle (because I really hope you kept Otherwordly Control, now at 9th and Astral face, now at 13th).

Gahh, just make those books available now so we can buy them and really see if we like them, these previews are pretty pointless without the big picture... >:D

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **boxcornersdiety** on **July 11, 2009, 05:29**

Quote from: vitus979 on June 15, 2009, 23:51

> Why does an Archer need to be a master of Throwing Weapons?

I think that's expressed a bit extreme--he doesn't have to master the talent, he just needs to keep it up to a certain level. It's not that much different from the old system (which is also kept as an option, mind you), which brought up the same "oddities" even though it left you with the illusion of a choice.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Crusader** on **July 13, 2009, 08:50**

So the Obsidimen Archers can chuck trees now and then.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **BobVilla** on **July 13, 2009, 09:56**

Quote

> I also find it odd that Archer's must continually raise *both* Missile Weapons and Throwing Weapons to advance. Why does an Archer need to be a master of Throwing Weapons?

I agree. I think the way they are using discipline talents is actually step back from ADM. I would have preferred to see no required talents at all (ie: "Here are your talent options for this tier, chose which two you want each circle.")

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **stormcrow** on **July 13, 2009, 15:48**

Quote from: BobVilla on July 13, 2009, 09:56

> Quote
>
> > I also find it odd that Archer's must continually raise *both* Missile Weapons and Throwing Weapons to advance. Why does an Archer need to be a master of Throwing Weapons?
>
> I agree. I think the way they are using discipline talents is actually step back from ADM.
> I would have preferred to see no required talents at all (ie: "Here are your talent options for this tier, chose which two you want each circle.")

I have to disagree with you on that one Bob in my experience giving people too much

choice leads to people choosing an extremely narrow range of Talents, sometimes very little to do with their Discipline. I'd hate to see something like you were describing and I like this option much better which gets them to make some hard decisions while keeping the core of the discipline intact. I'm also in agreement that the archer should not have to improve both throwing and missile weapons though. If they are considered to be both pivotal they should just be merged into 1 talent such as Ranged Weapons but at the same stage I can deal with this.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **ED_Chronicler** on **July 13, 2009, 17:41**

I'm 6 of one / half dozen of the other on this issue.

I like the idea, but in some circumstances I'm sure there are going to be issues. Such as the item mentioned on the Archer, as some will feel the need to focus on Bows/Arrows and others would prefer Throwing. Making the discipline more versatile for both methods might have been better with the same kind of approach that was done with the Assassin in Kratas sourcebook. Option for a change from Missle to Throwing rather than require both. Whether that would actually work with the ED3 system is another story. Because requiring both, but the Archer forsaking Throwing as he only uses the Bow sounds ripe to punish Archers with Discipline Violations for not being true to the core of their discipline. After all isn't that what the "required" talents are supposed to represent. So in the case of the Archer, does the new format, open up the options or potentially restrict them. (And I do understand that I'm using an extreme example, but I do that for the purpose of presenting potential issues.)

I did like the old system where I chose what talents were going to get me to what point. But that wasn't necessarily the best method to go. And factoring in, my three played characters and my one created but never played. Wizard/Elementalist, Journeyman, Weaponsmith, and Traveled Scholar (in that order). I can say that in the case of my ED1 Wizard/Elementalist and Weaponsmith it would have been a good bet on me skipping talents that I felt had no purpose or use in my style of play. In my Journeyman's case, I didn't pick up a talent I wasn't going to use. The new method does appeal to me in that the talents that just don't fit my idea at least in the case of my original wizard are now choices that I can ignore. Whether that will stay true for each of my concepts remains to be seen. But I am mostly enthusiastic about the discovery.

On another note: I didn't see this already, but figure I'd better ask now while I see it. I am assuming that in the case of the Talent Options for such as Spell Matrix. That if the Novice level lists Spell Matrix two times, that you only choose a maximum of two Spell Matrices. Basically crossing it out and only being able to choose it again if it is listed more than once versus, it being on the list and choosing Spell Matrix at 2nd, 3rd and 4th. As I know once the game hits the shelves, this question is bound to come up.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Grinder** on **July 13, 2009, 17:47**

Please note that the ADM had core talents in each circle that had to be taken by the adept. That is nothing new to ED3 - new is only the fact that an adept has to raise every core/ discipline talent for circle advancement. There will always be core talents that some players find non-fitting to the discipline, while others see them as perfect expression of that discipline...

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Mouse** on **July 13, 2009, 18:58**

Quote from: BobVilla on July 13, 2009, 09:56

> Quote
> > I also find it odd that Archer's must continually raise *both* Missile Weapons and Throwing Weapons to advance. Why does an Archer need to be a master of Throwing Weapons?
>
> I agree. I think the way they are using discipline talents is actually step back from ADM.
> I would have preferred to see no required talents at all (ie: "Here are your talent options for this tier, chose which two you want each circle.")

Seconded (Thirded?). We play it so that you just have to have enough talents at the requisite level, but without stipulating the circle you get them at (which is even looser than the ADM) - it works fine and makes book keeping easier (I like book keeping being easier).

(Tangentially related, we rolled "Missile Weapons" and "Throwing Weapons" together into one talent. Again, has worked really well (for us)).

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **BobVilla** on **July 13, 2009, 20:28**

> Quote
> > Seconded (Thirded?). We play it so that you just have to have enough talents at the requisite level, but without stipulating the circle you get them at (which is even looser than the ADM) - it works fine and makes book keeping easier (I like book keeping being easier).

Elaborate please. ;) You just let your players chose from the entire talent list at any time? What is the benefit of advancing circles?

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Mouse** on **July 13, 2009, 22:09**

No, not exactly. There's still a list of available talents that a player can choose from at a given circle (though the talents and disciplines are pretty different from EDC to be honest), but we took out the requirement for a "talent at highest circle" being raised. So, say, an adept might require 6 talents at 3 to be eligible for 3rd Circle, but they could all be the talents she started the game with. I'm pretty sure a lot of ED fans wouldn't like the change, but it's worked well for us, allowing players to focus on talents they feel define their character rather than (say) having to boost Book Memory because they need it to get to the next circle. It's a bit tricky without seeing the rules in their entirety, but it honestly hasn't led to powergaming - quite the reverse actually.

Hope that's clearer, Bob. :)

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **werefrog** on **July 13, 2009, 23:22**

Here's a change no one would like: all talents must be at least at the rank of the new circle.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **arma** on **July 13, 2009, 23:28**

Quote from: werefrog on July 13, 2009, 23:22

> Here's a change no one would like: all talents must be at least at the rank of the new circle.

I've heard of groups that used that, and have thought about using it myself.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **abandag** on **July 14, 2009, 05:32**

I think one of the easiest solutions for those who don't feel the need for Archers to have both Missile and Throwing Weapons as discipline talents is to move Throwing Weapons to the talent options pool and choose something else as a discipline talent, whatever seems most appropriate for your view of the discpline. Personally I don't have a problem with Throwing Weapons being a core or discipline talent for Archers because I think I see where they're coming from when they (re)designed the discipline. From what I've read on this forum, a lot of what became "core" and "optional" for each talent was based on the fiction, mostly the "Adept's Way" entries for each discipline. So the main idea for the Archer becomes the whole "target and missile" concept. Of course not every Archer thinks exactly like the ficticious author of that entry, but the entry does represent the stereotypical view that the discipline was designed around. The Throwing Weapons talent fits the philosophy just as well as Missile Weapons does, so both should be discipline talents. The actual weapon you prefer doesn't make you an Archer, the way you think and view the world does. Just because you use a bow (the weapon we in the real world most associate with archers) more often than throwing daggers, or spears, or slings, or whatever, it doesn't make you more of an Archer, just like prefering one of those other weapons wouldn't make you less of an Archer. So I guess it just boils down to what's more important to you: following the concept of the discipline (i.e. roleplaying), or number crunching so you can be "uber" as quickly as possible (I guess that would be metagaming?)

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Sethariel** on **July 14, 2009, 12:52**

Quote from: arma on July 13, 2009, 23:28

> I've heard of groups that used that, and have thought about using it myself.

We used to do that in the ED1. But after Classic had showed up, we stopped. Reaching the next circle lasted too long with that rule...

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Ryval** on **July 21, 2009, 18:02**

Quote from: Crusader on July 13, 2009, 08:50

> So the Obsidimen Archers can chuck trees now and then.

One of my players had a dream about this and created a new discipline from it - The Lancer. Based upon the tribal hunters of remote places that still hunt with a spear.

"all talents must be at least at the rank of the new circle."
- My groups uses this just on their own. They just do it without being led to it.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **sirserafin** on **September 07, 2009, 18:48**

<Movement>

If character is crippled (wounded leg after succesful placed shot) and his Movement is halved how many hexes he can move if his natural Movement is 5? 2 or 3?
And... if Windling is Wounded in one of his wings his Fly Movement is halved or he can't fly at all? I suppose that Windling Fly Movement isn't halved if he's Wounded in leg ;) and Ground Movement isn't halved if he's Wounded in wing...

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Crusader** on **September 07, 2009, 20:02**

A windling set of wings consists of four parts, but like a dragonfly, I assume that harming one wing robs the windling of all ability to fly except gliding because it wouldn't be able to keep balance, if it indeed flies like a dragonfly.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **arma** on **September 07, 2009, 21:32**

> See the Damage to A Limb optional rule, p. 223 (for the specific case of injured limbs and movement) and the Battle Maps and miniatures sidebar, p. 215 (for general hex movement advice -> you round fractions up).

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **sirserafin** on **September 08, 2009, 10:00**

> OK, thanks for this.
> But next - if I'm crippled is my boost from Sprint or Great Leap halved too? In description of Great Leap is, IIRC, something like "you can jump for a distance double to your movement rate" so probably there is difference if character is crippled or not but what with Sprint?

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **arma** on **September 08, 2009, 11:41**

> Sprint isn't affected.
> Sprint is added to your MR at the moment you use it (it's a bonus), while halving MR for damaged limbs etc. is an enduring effect that temporarily modifies your characteristic.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **sirserafin** on **September 08, 2009, 12:07**

> But doesn't it seem at least weird to you that character which is hurt and normally can move only 3 hexes per round with the same hurted leg(s) can run without restriction? I know "It's magic!" - one of solution but remind that we have also Sprint skill. With this we can observe crippled characters (also non-adepts) running faster than healthy just because they have skill. "A little" unreal.
>
> And another problem with Sprint talent or skill... if my Movement Rate is 6 + my Sprint Rank is 6 (which is added to Movement) and I choose combat option Running (which double Movement Rate) how many hexes can I move?
>
> 24 or 18? If 18 descriptions of Sprint and Running combat option should be rewrited... if 24 that mean that with high Sprint and Running combat option we can achieve absurd high speed... [6 (MR) + 15 (Sprint)] x 2 = 42 hexes! (Or 32 for skill...) Such character is about 8 times faster than avarage man. Know that it costs some Strain but still it's absurd to me.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Crusader** on **September 08, 2009, 12:55**

> Sprint as a talent is magic. It does things that are not possible in mundane ways, so I'd definately have no problem sprinting as a talent with a hurt leg. I don't know about the sprint skill though. But logic and games don't always mix.
>
> And lastly, rank 15 sprint? You are a living legend by then. Running 42 hexes or 84 yards in 6 seconds is not impossible, especially not for the larger trolls. It's actually not much over what the world's top athletes can accomplish. Of course, said athletes don't repeat the feat in full plate armor, but hey.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **arma** on **September 08, 2009, 13:14**

> Quote from: sirserafin on September 08, 2009, 12:07
> And another problem with Sprint talent or skill... if my Movement Rate is 6 + my Sprint Rank is 6 (which is added to Movement) and I choose combat option Running (which double Movement Rate) how many hexes can I move?
>
> 24 or 18? If 18 descriptions of Sprint and Running combat option should be rewrited...

Sprint bonuses are not doubled for Running, it's explained for BOTH the combat option AND the talent, have a look at them again.

> Quote from: sirserafin on September 08, 2009, 12:07
> But doesn't it seem at least weird to you that character which is hurt and normally can move only 3 hexes per round with the same hurted leg(s) can run without restriction? I know "It's magic!" - one of solution but remind that we have also Sprint skill. With this we can observe crippled characters (also non-adepts) running faster than healthy just because they have skill. "A little" unreal.

If you like it better, halve it.
Damage to a Limb is an optional rule. That means that we do not consider it necessary to play, nor do we recommend using it, nor is it a better rule, nor an advanced rule. It means we did not want it to be a standard rule, and that you'll have to adjust some of the parameters of the game to use it. The rule itself says its details are only recommended and/or examples. We don't design standard rules to work well with optional rules, optional rules are only suggestions on how to handle certain situations if you want to add certain elements to your game.
If you can decide to use it, you can decide how it affects other details of the game, such as increased movement.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **sirserafin** on **September 08, 2009, 13:51**

OK, thank you arma. No more questions :) (for now :P)

Take care.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Sethariel** on **September 08, 2009, 20:20**

Well... sirserafin

I would say that the speeds are little underrated even.

The maximum for a human is (6x2) [Running option] + 15 [Sprint] = 27 hex (54 yards/metres)

So Max is 54 metres in 6 seconds which means 100 metres in 11 seconds.

Usain Bolt has recently made a world record on 100 metres with a time of 9,58 seconds

He cheated the system ;)

But really, I don't care... As long as the movement rates don't ruin our games (and I don't think they can so easily)

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Dammi** on **September 09, 2009, 07:14**

Quote from: Sethariel on September 08, 2009, 20:20

> He cheated the system ;)

No, he received a bonus for perfect conditions and had a lucky roll of the dice. ;)

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Enkidi Li Halan** on **September 09, 2009, 08:07**

Quote from: Dammi on September 09, 2009, 07:14

> No, he received a bonus for perfect conditions and had a lucky roll of the dice. ;)

..or his best friend is an alchemist of great skill.... :wink:

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **sirserafin** on **September 20, 2009, 12:55**

<Archer>
One of discipline talents of Archer is True Shot. I find it very useful - making it disicpline talents mean that I can decide to not spend Karma Point when I use the talent (it means no extra - Karma - dice) and then, if I miss, I can decide to roll Karma Die (or Dices). Am I correct?

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **Citizen Joe** on **September 20, 2009, 13:12**

As a discipline talent you may choose whether or not to apply ONE karma point to the initial role. Whether or not you do, you must then spend karma to increase the results until you either hit (simple hits not armor defeating) or you reach your rank in True Shot. The only reason to spend the karma on the initial roll would be if you were attempting something better than a simple hit.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **sirserafin** on **September 20, 2009, 13:19**

Err... I know how True Shot works in previous editions. But in previous editions it wasn't discipline talent. So my question is (again): can I decide to not spend Karma Point on initial roll and then change decision and keep spending Karma to time I hit the target?

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **etherial** on **September 20, 2009, 14:48**

Quote from: sirserafin on September 20, 2009, 13:19

> Err... I know how True Shot works in previous editions. But in previous editions it wasn't discipline talent. So my question is (again): can I decide to not spend Karma Point on initial roll

Yes

Quote

> and then change decision and keep spending Karma to time I hit the target?

No, you are not allowed to CHOOSE to keep spending Karma. You MUST spend Karma if your current roll is a miss.

Title: **Re: [DISCUSS] Earthdawn Preview #1**
Post by: **arma** on **September 20, 2009, 18:08**

You **have** to spend 1 Karma on the initial roll.
Special rules in talent's description.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=4575.0. It is a snapshot of the page as it appeared on Oct 23, 2011 17:54:02 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => Product Feedback => Topic started by: Dammi on June 29, 2009, 06:21

Title: **[DISCUSS] Earthdawn Preview #3**
Post by: **Dammi** on **June 29, 2009, 06:21**

Hiya!

This thread is for discussing our third preview of **Earthdawn** Third Edition (see this (http://www.mongoosepublishing.com/home/detail.php?qsID=1700)).

Best,

Dammi

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: arma on **June 29, 2009, 09:53**

It's up now, I've found some part that requires clarification, though:

Quote
> **Earthdawn** Classic had more skills than **Earthdawn** First Edition, but **Earthdawn** Third Edition has less.

ED3 does not have less skills than ED1, it has less skills than EDC.

If you're into numbers*:
ED1: 90
EDC: 111
ED3: 97

* numbers show core books only, and were determined partly manually, so might be off a bit

* sits and waits to see how fast people are going to find the "easter eggs" *

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: **Mountainshadow** on **June 29, 2009, 10:15**

So, Bone Compass - sounds like an interesting new talent.

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: **Ukhata** on **June 29, 2009, 10:38**

i have yet to understand why karma ritual is a talent where you can spend karma on :D

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: **ED_Chronicler** on **June 29, 2009, 10:45**

First Impression: This is not the talent you are looking for.

Lion Spirit: This is not the talent you are looking for.

I'm having too much fun with the Mind Trick today.

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: arma on **June 29, 2009, 10:50**

> Quote from: Ukhata on June 29, 2009, 10:38
> i have yet to understand why karma ritual is a talent where you can spend karma on :D

You can't.
You have yet to understand what a Discipline Talent is, and what it is not. ;D

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: **Cryingorc** on **June 29, 2009, 10:53**

Sprint: 3 points of strain? :o

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: **Ukhata** on **June 29, 2009, 10:54**

> Quote from: arma on June 29, 2009, 10:50
> > Quote from: Ukhata on June 29, 2009, 10:38
> > i have yet to understand why karma ritual is a talent where you can spend karma on :D
>
> You can't.
> You have yet to understand what a Discipline Talent is, and what it is not. ;D

i distinctly remember that we could roll karma on all discipline talents in ED3.
which includes karma ritual :P

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: **ED_Chronicler** on **June 29, 2009, 10:59**

> Quote from: Cryingorc on June 29, 2009, 10:53
> Sprint: 3 points of strain? :o

As a skill.

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: arma on **June 29, 2009, 11:04**

> Quote from: Ukhata on June 29, 2009, 10:54
> i distinctly remember that we could roll karma on all discipline talents in ED3.
> which includes karma ritual :P

Careful with that tongue.

What is a Discipline Talent?
A Discipline Talent is a talent you receive automatically and then use to advance in

Circles.

What is Karma?
Karma is an extra die you roll with tests. You are required to use it on some talents, and are free to use it on Discipline Talent Tests.

Talents that don't have or influence any tests? No Karma. Doesn't matter if it's a Discipline Talent or not. Discipline Talents aren't about rolling Karma Dice.
If there's ever any rule about making a Karma Ritual Test, though, you can, of course, roll Karma on that test.

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: **Hui** on **June 29, 2009, 11:50**

Hi,

most of what I could read sounds fine, what I don't really like is the skill section
Surprise strike as a skill beeing as good as the Talent :spinner:
the second attacks costing only 1 strain (ok, if the talent doesn't cost strain....)

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: arma on **June 29, 2009, 12:00**

Quote from: Hui on June 29, 2009, 11:50
> the second attacks costing only 1 strain (ok, if the talent doesn't cost strain....)

You're talking about Swift Kick?
(Because there's nothing else in the preview giving a second attack.)
I don't think that's much of a problem, as it only really is useful with magic and for t'skrang, and it's part of giving the tail attacks some extra oomph.
It's the only second attack that doesn't have a higher Strain cost as a skill, IIRC.

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: **ED_Chronicler** on **June 29, 2009, 12:07**

Hmmm, just noticed another one:

Spellcasting : This is not the skill you are looking for?

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: **PenAgain** on **June 29, 2009, 12:12**

My thoughts...

Talent Descriptions: No dramatic change here (as expected) but I like the cleaner descriptions. 4 action types so far noticed: Free, Simple, Standard, and Sustained. Where's Complex and Exclusive? :P CHANGE: NEUTRAL, as it hasn't made a sweeping impact in my life yet.

Talent Consolidation: I like combining the (largely) redundant Talents into one entry. Making each Talent distinct is a good thing, as I never want to hear "It's like XXXX, only it costs an extra Strain." At least not for Talents... CHANGE: POSITIVE.

Talent Knack Availability: I dislike Knacks, but from the SOUNDS of things you may have solved that problem. I find there are just so many, and it is a giant pain to remember who gets what. Additionally, no matter how you sorted them before, it was a mess trying to arrange them in an intuitive fashion. And the standard Circle of availability, coupled with what, a discount for when the Talent is Discipline (like Rank-2 or

something?) is interesting.. and reduces page count. Thanks again for putting this in the Comp instead of the Guide, though-- they still feel, in some ways, extraneous to me. CHANGE: POSITIVE (for organizational ease if nothing else). This change is kind of conditional, assuming there is an unofficial (or official, even better) index of Knacks sorted by Talent rather than Talent Knack Name.

Thread Weaving: Love it. Using TW as the base for Discipline abilities is genius and makes it's elevation above Rank 4 or so much wiser for non-spellcasters. Eliminating the "raise Rank to weave anew" doesn't really change my life any, though. CHANGE: POSITIVE

Skills: The descriptions are nice and susinct, and they continue to fill holes in an Adept's repetoire. I like the idea of culling the ones that matched up to high-Circle Talents, but continue to be indifferent to the changes as I wait to see them in action (with Character Creation rules and, of course, some actual play). Curious about Knowledge Skills though! CHANGE: NEUTRAL (wait-and-see).

I didn't spot much for Easter Eggs, yet (Arma), but I'm sure something will be seen by someone with sharper eyes than mine. My Preview Hunting Talents are less keen in the daylight!

OVERALL: 3 POSITIVE, 2 NEUTRAL (Still winning guys!)

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: **PenAgain** on **June 29, 2009, 12:17**

Follow-up (sorry for the back to back post)

Will the 10 ranks/Skill, 15 ranks/Talent limits still be in place to further differentiate (in the long run) the power of Skills and Talents that seem equal to one another?

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: **Sethariel** on **June 29, 2009, 12:22**

Love it ;D

I don't know what to think about knowledge skills yet...why you have to be sooo mysterious ::)

I know, I know... Part of policy, and you always have to have something extra up your sleeve ;)

I Like the option with using General Skills as Knowledge skills. At our games we once used Cooking to determine how to survive in cold environment (the player had a really high roll on Skill Test)

Swimming is done great. With t'skrangs getting their full speed, while others only half.

Nice and clean talent descriptions (Action type). Talent consolidation.

Talent Knacks as here were presented as an Optional Rule in EDC, but I think its good that the rule became core in ED3.

Spellcasting no longer a Skill... interesting.

Mind Trick rulez!

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: **Dammi** on **June 29, 2009, 12:23**

Quote from: PenAgain on June 29, 2009, 12:17

> Will the 10 ranks/Skill, 15 ranks/Talent limits still be in place to further differentiate (in the long run) the power of Skills and Talents that seem equal to one another?

Yep.

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: **Sethariel** on **June 29, 2009, 12:26**

Will Skills have the same like Talents LP cost for learning?
Something changed with the learning process of Skills?

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: arma on **June 29, 2009, 12:27**

@ED_C: took me some time to figure out what you meant... mostly...
- Lion Spirit: Consider this: This is from the Player's Guide. Which covers the first eight circles...
- Spellcasting: see the explanation of skill changes...
- First Impression: no idea...

Quote from: PenAgain on June 29, 2009, 12:12

> Eliminating the "raise Rank to weave anew" doesn't really change my life any, though.

You never had an 11th Circle adept with a Rank 13 TW Talent failing a TW Test, the player saying "okay, now I got to spend 61k LP to weave that Rank 1 thread to the new item, and if I make that test, I can only ever fail one additional TW Test again" then?
Me neither. But I know a whole group of players who were at that point. Maybe my fault, they did have around 8 items per character (plus group pattern), after all... ;D

Quote from: PenAgain on June 29, 2009, 12:12

> I didn't spot much for Easter Eggs, yet (Arma)

Well, they're not that easter-eggie, but just things we put in without explaining them. You know, just to annoy you. Like the Actions, or Bone Compass.

Quote from: PenAgain on June 29, 2009, 12:12

> (like Rank-2 or something?)

You know too much. Expect to be visited by a hitman some time soon. It will be someone you know. Nothing personal, it's just that the company is very secretive.
I suggest you make the most out of what little time is left to you.
;D

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: **PenAgain** on **June 29, 2009, 12:36**

Well, if I am only alive for a limited time, I shall SPILL THE BEANS!

Um... what do I know? Let's catalogue: I know tha I took a lucky guess on the Rank -2, which makes up for my off-base Build Point costs table at Preview 2. I also know...um... I know that action types (which have yet to be explained) were also in Preview 2 (or was it 1?) and continue to be a mystery to me.

That's it, I swear! I noticed Bone Compass, but someone else was much faster with it!

Oh... action types speculation...

Free (Doesn't take your action for the round. May be limited to (1-3) per round...)
Simple (What I would call a Move action? Usually a round is move + action, so the MOVE could be the Simple, while the ACTION part of the old way could be...)
Standard (A regular action. One per round, of course.)

So a person can do one of each every round? Or is it more SR style where you can do 1 standard OR 2 simple? Hmmmm.

Sustained, methinks, is obvious, although I assume Sustained is short for "Sustained Standard".

Food for thought... and I'm starving! (Does that mean I have no thought? It's a bit unclear to me.)

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: **Sethariel** on **June 29, 2009, 12:42**

Talent Knacks... The Rank -2 was already in EDC, but given as an Optional Rule and read as Rank +2 for non-discipline talents...

I ask again.

Something changed with the LP cost for Skills?

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: **Dammi** on **June 29, 2009, 12:43**

Quote from: Sethariel on June 29, 2009, 12:42
> Something changed with the LP cost for Skills?

No.

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: **PenAgain** on **June 29, 2009, 12:44**

Observation: If the page numbers are correct, Knacks is part of chapter 20 in the ED3 PC and is on page 120. That's a LOT of Chapters in a short amount of page space, considering that the Skills preview is Page 102/Chapter 7.

Makes you wonder what's in all of those itty-bitty chapters in the Companion, doesn't it?

Fingers crossed Adept's Way information in 15 separate chapters, baby!

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: **ED_Chronicler** on **June 29, 2009, 12:51**

Quote from: arma on June 29, 2009, 12:27
> @ED_C: took me some time to figure out what you meant... mostly...
> - Lion Spirit: Consider this: This is from the Player's Guide. Which covers the first eight circles...
> - Spellcasting: see the explanation of skill changes...
> - First Impression: no idea...

Actually, Lion Spirit, I wasn't thinking of being post circle 8, so ignore that one.

And I understood the skill changes, just curious about that one. No biggie to me, Hedge Wizards still easy enough with Half-Magic spellcasting available. Just a statement, don't read too much into it.

First Impression was along the lines of how the talent for Lasting Impression reads, it

adds in the "upon first meeting or upon leaving a group", which I assume is part of the talent consolidation. Just noting what I saw.

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: **PenAgain** on **June 29, 2009, 12:57**

Thanks for clarifying those, ED_C... I was completely lost. Then Arma started to decipher your arcane mutterings, and I was still (sort of) lost.

BUT NOW I AM FOUND! I think. I miss my books. *prays for a swift unpacking*

I am getting kind of giddy waiting to see what knacks now hang out with thread Weaving...

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: arma on **June 29, 2009, 13:14**

Quote from: PenAgain on June 29, 2009, 12:44

> Observation: If the page numbers are correct, Knacks is part of chapter 20 in the ED3 PC and is on page 120. That's a LOT of Chapters in a short amount of page space, considering that the Skills preview is Page 102/Chapter 7.

Knacks are in the "PC", all the other preview stuff so far is from the "PG".

Quote from: ED_Chronicler on June 29, 2009, 12:51

> First Impression was along the lines of how the talent for Lasting Impression reads, it adds in the "upon first meeting or upon leaving a group", which I assume is part of the talent consolidation. Just noting what I saw.

Not part of the consolidation. That has been there since ED1.

Quote from: Sethariel on June 29, 2009, 12:22

> I don't know what to think about knowledge skills yet...why you have to be sooo mysterious ::)

Because explaining what has changed and why would take about 2 pages. Which is what the rules take up in the book, and there are pictures and many, many examples in the book...

If it helps, here's it in short:
You make a skill test against a DN depending on how much the skill fits the topic, and learn facts depending on the Result Level you achieved.

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: **Dammi** on **June 29, 2009, 13:27**

Hiya!

Quote from: PenAgain on June 29, 2009, 12:44

> Observation: If the page numbers are correct, Knacks is part of chapter 20 in the ED3 PC and is on page 120. That's a LOT of Chapters in a short amount of page space, considering that the Skills preview is Page 102/Chapter 7.

That's because every Discipline gets it's own chapter in the Companion (which is not the case in the Guide).

Best,

Dammi

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: **Dragonbreath** on **June 29, 2009, 13:38**

> Quote from: arma on June 29, 2009, 12:27
>
> > You never had an 11th Circle adept with a Rank 13 TW Talent failing a TW Test, the player saying "okay, now I got to spend 61k LP to weave that Rank 1 thread to the new item, and if I make that test, I can only ever fail one additional TW Test again" then? ...
>
> No. I simply ignored that rule.
>
> Quote from: arma on June 29, 2009, 12:27
>
> > Well, they're not that easter-eggie, but just things we put in without explaining them. You know, just to annoy you. Like the Actions, or Bone Compass.
>
> Thank you for annoying us. >:(;)

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: **Hui** on **June 29, 2009, 13:59**

> Hi,
>
> Quote from: arma on June 29, 2009, 12:00
>
> > Quote from: Hui on June 29, 2009, 11:50
> >
> > > the second attacks costing only 1 strain (ok, if the talent doesn't cost strain....)
> >
> > You're talking about Swift Kick?
> > (Because there's nothing else in the preview giving a second attack.)
> > I don't think that's much of a problem, as it only really is useful with magic and for t'skrang, and it's part of giving the tail attacks some extra oomph.
> > It's the only second attack that doesn't have a higher Strain cost as a skill, IIRC.
>
> ok, than i didn't say anything, i just extrapolated to other second attacks
>
> Martin

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: **PenAgain** on **June 29, 2009, 14:00**

> Quote from: Dammi on June 29, 2009, 13:27
>
> > That's because every Discipline gets it's own chapter in the Companion (which is not the case in the Guide).
>
> *VINDICATION*! Which smiley is best for vindication? :thumbsup: seems a little underpowered.
>
> I see from the Karma Mod table that my initial predictions for the T'skrang mod were off. But since I was trying to recall from memory of the old stuff, that doesn't surprise me. Are T'skrang d6 Karma die in ED1/EDC? I could have sworn they were d8s... probably because it seemed like they got the best deal in, well, everything...
>
> (Lizard envy)

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: **ED_Chronicler** on **June 29, 2009, 14:27**

> Hmmm, I could swear Lasting Impression was only for leaving a group, but checked the books and sure enough. Its there. Oh well, so much for thinking I spotted something new.

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: arma on **June 29, 2009, 16:18**

> Quote from: Dragonbreath on June 29, 2009, 13:38
>
> > No. I simply ignored that rule.
>
> You're not alone. And see what happens? Simply ignore it, and it vanishes from the

book! ;D

Quote from: PenAgain on June 29, 2009, 14:00

> Are T'skrang d6 Karma die in ED1/EDC? I could have sworn they were d8s... probably because it seemed like they got the best deal in, well, everything...

Yesssss, D6sssssssss. Swesss sdidsss snotss getssss sssssthe bessssst dealssssss... swesss jusssssst madesssssss sthe mossssst soffff itssssss... itsss a quesssssstion soffffff sssssstylesssss!

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: **PenAgain** on **June 29, 2009, 16:27**

DAMMI! Are T'skrang suddenly snakemen in ED3? If so, I think that should have been covered in the Races preview... and if not, then someone needs to take Arma out back and give him a STERN TALKING TO about his terrible T'skrang accent!

(Man, I can't believe I had the Karma die wrong. This is what happens when you go two campaigns in a row without a T'skrang PC...)

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: arma on **June 29, 2009, 16:50**

I dare you to chreck your sources! And your biology!

(After all, you even had the Karma Die wrong!)

muahahahahaha ;D

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: **werefrog** on **June 29, 2009, 17:34**

Quote from: Dragonbreath on June 29, 2009, 13:38

> Quote from: arma on June 29, 2009, 12:27
>
> > You never had an 11th Circle adept with a Rank 13 TW Talent failing a TW Test, the player saying "okay, now I got to spend 61k LP to weave that Rank 1 thread to the new item, and if I make that test, I can only ever fail one additional TW Test again" then? ...
>
> No. I simply ignored that rule.

The Werefrog played with the optional rule that you get as many retries as you have ranks in talent before one has to raise the talent. Thus, you have 13 at rank 13, raise it for another 14 tries, then raise again for another 15 tries. When you have rank 15 threadweaving, weaving a thread shouldn't be too terribly difficult: spend karma at that point.

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: **Dragonbreath** on **June 29, 2009, 17:43**

Quote from: arma on June 29, 2009, 16:18

> Quote from: Dragonbreath on June 29, 2009, 13:38
>
> > No. I simply ignored that rule.
>
> You're not alone. And see what happens? Simply ignore it, and it vanishes from the book! ;D

If everything would be that easy...

Hm, There are two possibilities...
a) It is/was a bad rule.
b) I am more powerful, that I'd thought I'd be and everyone of you should quickly get my attention before vanishing. :o 8) ;)

[Test-Modus On]
*Ignore **Earthdawn** 2nd Edition, german translation*
works!
Ignore D&D 4th Edition
Hhm, quite harder
[/Test-Modus Off]

Result: Not sure if it works.

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: **Daggnar** on **June 29, 2009, 20:24**

Hmm ... everything seems pretty good to me. But I am a little disapointed by having disciplines splitted in 2 books (Player's guide and Player's compendium).

I loved having all in one book. Why changing that formula ?

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: **PenAgain** on **June 29, 2009, 20:50**

From what I gather, the books have a limited number of pages, and that information wouldn't fit in the Guide.

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: **Daggnar** on **June 29, 2009, 21:03**

Well ... if it is true, that would be a good enough reason for me. :thumbsup:

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: **Dammi** on **June 29, 2009, 22:21**

> Quote from: Daggnar on June 29, 2009, 21:03
> Well ... if it is true, that would be a good enough reason for me. :thumbsup:

Yep, that's the reason. We're working with a different partnet now, and doing such monstrous tomes isn't really economic or fasible outside the PoD domain (where it was borderline already). Also, thinner core books are easier to swallow for new blood, and that's what **Earthdawn** needs.

Best,

Dammi

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: **Ukhata** on **June 29, 2009, 22:47**

altough i doubt youd get many new players if you try to make em eat a book.
doesnt matter if its small, large, thick or thin.
i wont start playing a game that forces a book down my throat no matter how small it is
:P

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: arma on **June 29, 2009, 23:02**

What we haven't told you so far is that they're made of chocolate. Right! Chocolate! Special chocolate that won't melt! And if you eat it, you automatically learn the rules!

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: **Ukhata** on **June 29, 2009, 23:03**

awsome!

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: **Sethariel** on **June 29, 2009, 23:06**

I've always dreamed of consuming a book to instantly learn all the knowledge in it ;D

Chocolate books... even better... But then again what is going to stand on the shelves?

Oh, right, we have to buy the books once again... You canny foxes :wink:

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: **werefrog** on **June 29, 2009, 23:45**

Quote from: Sethariel on June 29, 2009, 23:06

> I've always dreamed of consuming a book to instantly learn all the knowledge in it ;D

That's what that guy in *Gargoyles* did to learn all the magic from this really powerful magic book.

Maybe we could have similar books created in **Earthdawn**.

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: **werefrog** on **June 29, 2009, 23:47**

As far as what we see with Talents/Skills: it's great that similar talents were combined so we don't have the extras. Also, it's nice to have the players not take skills to get the ability before the character would get the Talent.

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: **vitus979** on **June 30, 2009, 00:06**

Quote from: werefrog on June 29, 2009, 23:47

> As far as what we see with Talents/Skills: it's great that similar talents were combined so we don't have the extras. Also, it's nice to have the players not take skills to get the ability before the character would get the Talent.

The question becomes how far they went with talent consolidation. Body Blade/Claw Shape? That one is even easier than Great/Lizard Leap. How about slightly farther afield with Speak Language/Elemental Tongues and potentially also Spirit Talk?

Could we have a list of what talents were merged?

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: **werefrog** on **June 30, 2009, 00:36**

Quote from: vitus979 on June 30, 2009, 00:06

> Quote from: werefrog on June 29, 2009, 23:47
>
> > As far as what we see with Talents/Skills: it's great that similar talents were combined so we don't have the extras. Also, it's nice to have the players not take skills to get the ability before the character would get the Talent.
>
> The question becomes how far they went with talent consolidation. Body Blade/Claw Shape? That one is even easier than Great/Lizard Leap. How about slightly farther afield with Speak Language/Elemental Tongues and potentially also Spirit Talk?
>
> Could we have a list of what talents were merged?

We will have a list of the combined talents. However, you will have to pay for it.

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: **PenAgain** on **June 30, 2009, 00:40**

I'd bet there WON'T be a list... someone will have to comb through the books with a fine tooth, um, comb, and compare them to EDC or ED1 to find what was spliced where.

Which, to me, sounds like fun!

On some SMALL level I'm sad to see Item History and Weapon History merge... but I get the reasoning behind it. In my game, Weaponsmiths may get some sort of mild bonus to using Item History on Weapons...

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: **ED_Chronicler** on **June 30, 2009, 00:40**

Quote from: Dammi on June 29, 2009, 22:21

> easier to swallow for new blood, and that's what **Earthdawn** needs.

Yes, we must keep them gruesome nethermancers fed.

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: **abandag** on **June 30, 2009, 06:21**

I like the merging of Item History and Weapon History. It was something that confused me in ED1. What exactly could you use Item History on? Anything? That would make it Weapon History plus everything else, making it way more "powerful" than Weapon History. Or would it be just non-weapons? In that case, would you count armor as part of Weapon History? If so, what about a pair of magical boots that increase your armor rating and also increase your movement rating? Would that be Weapon or Item? All these stupid questions that only a stupid person like me would ask go away with the merging of the two talents into one.

What about Taunt and Battle Shout? They both do similar things (lower opponents' steps [or give them a penalty to actions if you use that rule instead]), but they do so in completely different ways. Will they be "merged?"

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: arma on **June 30, 2009, 15:04**

The list of merged talents isn't all too long.
Some very similar talents still have a reason to be separate (Taunt and Battle Shout being good examples), they keep distinctive flavors of Disciplines but also have different mechanics.
Some similar talents with near-identical mechanics also remain separate where one is a more limited version of the other that is limited because of Discipline focus (say, a Weaponsmith getting a talent that enhances any weapon, while a Swordmaster getting one that enhances only melee weapons).

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: **sirserafin** on **July 02, 2009, 14:32**

Quote

> See Named Spells, p.**XX**, and Creating Permanent Spell Paterns, p.**XX**, for more information.

Missing page numbers.

By the way... Do Initiative penalties also apply to Movement rate now? There will be no more situation like characters in crystal plate running with full speed, true?

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: **etherial** on **July 02, 2009, 15:19**

Quote from: sirserafin on July 02, 2009, 14:32

> Quote
> > See Named Spells, p.**XX**, and Creating Permanent Spell Paterns, p.**XX**, for more information.
> Missing page numbers.

No, there's just a 20-page introductory section. :)

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: arma on **July 02, 2009, 15:34**

Quote from: sirserafin on July 02, 2009, 14:32

> Quote
> > See Named Spells, p.**XX**, and Creating Permanent Spell Paterns, p.**XX**, for more information.
> Missing page numbers.

The knacks part is from the Player's Companion, which was not fully finalized when the preview was compiled.

> Quote
> > By the way... Do Initiative penalties also apply to Movement rate now? There will be no more situation like characters in crystal plate running with full speed, true?

No, doesn't apply to movement.

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: **werefrog** on **July 02, 2009, 15:56**

The Werefrog don't like too much affecting movement.

However, The Werefrog just had a thought regarding encumbrance: will it affect the movement rate? If so, will it still require a chart to look up the new movement rate?

Title: **Re: [DISCUSS] Earthdawn Preview #3**
Post by: arma on **July 02, 2009, 16:00**

Yes to affect, no to chart.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=4584.0. It is a snapshot of the page as it appeared on Oct 13, 2011 17:50:16 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => Product Feedback => Topic started by: Dammi on July 06, 2009, 10:20

Title: **[DISCUSS] Earthdawn Preview #4**
Post by: **Dammi** on **July 06, 2009, 10:20**

Hiya!

This thread is for discussing our fourth preview of **Earthdawn** Third Edition (see this (http://www.mongoosepublishing.com/home/detail.php?qsID=1700)).

Best,

Dammi

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: **Mouse** on **July 06, 2009, 10:23**

Still reading at the moment. One minor query, though (still got my lecturer hat on): why is the word "Warhammer" capitalised in its flavour text, while "short sword" is not? :o (I told you it was minor!)

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: **Dammi** on **July 06, 2009, 10:27**

Hiya!

It's a typo. Blame it on many of us being german, we're used to capitalize these words. These are usually fixed in editing by our native speakers. Who are the only ones to blame for this one!!! :whip: ;D ;D

(Well, maybe it was just because we think Warhammer is an awesome game and Games Workshop paid us secret ad money. :))

Best,

Dammi

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: **Glitch** on **July 06, 2009, 10:27**

Quote from: Mouse on July 06, 2009, 10:23

> Still reading at the moment. One minor query, though (still got my lecturer hat on): why is the word "Warhammer" capitalised in its flavour text, while "short sword" is not? :o (I told you it was minor!)

Because a Warhammer is way cooler than a puny short sword? ;-)

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: **Mouse** on **July 06, 2009, 10:31**

Good reasons! ;D

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: **Alarius** on **July 06, 2009, 10:39**

The War Gauntlets have the same effects at thread 1 and threads 3.
A typo?? :spinner: :spinner:

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: **Crusader** on **July 06, 2009, 11:00**

Yea, noticed that as well.

War Gauntlets
Key Knowledge: The wielder must learn the item's Name.
Effect: The wearer gains a +1 bonus to close combat Damage Tests.
Thread Rank Two
Effect: The wearer gains a +1 bonus to close combat Attack Tests.
Thread Rank Three
Effect: The wearer gains a +1 bonus to close combat Damage Tests.
Thread Rank Four
Effect: The wearer gains a +2 bonus to close combat Attack Tests.

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: **Crusader** on **July 06, 2009, 11:02**

Question: Can the healing vial only be used by the wielder or can the wielder will the potion into existence and give it to another?

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: **stormcrow** on **July 06, 2009, 13:16**

Does this mean you can't forge magical items? I quite happy if you can't just looking for clarifications. Really like the idea of templates :)

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: **Raven Bloodeyes** on **July 06, 2009, 13:54**

Correct, stormcrow, you now CANNOT forge thread items (of any ilk, "thread item", General, Legendary, etc.)

YIPE!!! Sorry on those leftover typos.... crap.... :escape:

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: **Ukhata** on **July 06, 2009, 14:15**

you did shoddy work
i found another one :D

Thread Crossbow (medium)
Maximum Threads: 2 Spell Defense: 11
Legend Point Cost: Novice Template: Ranged Weapon
This medium crossbow's shaft is beautifully decorated, likely a

t’skrang piece crafted by an artist normally working on riverboats, as the ornamentation depicts waves. It otherw ise behaves like a normal medium crossbow.
Thr ea d Rank One
Key Knowledge: The wielder must learn the item’s Name.
Effect: The weapon is now Damage Step 9.
Threa d Rank Two
Effect: Increase the Ranges to Short: 2-50 yards (1-25 hexes), Long: 51-100 yards (26-50 hexes)
Thread R ank Three
Effect: The weapon is now Damage Step 10.
Thread R a nk Four
Effect: Increase the Ranges to Short: **2-60** yards (1-30 hexes), Long: **51-120** yards (31- 60 hexes)

short maximum is higher then long minimum :P

other then that

sounds nice!!!!
looks great too :D

1 question, will legendary effect examples/standards be given too, or will we GM's need to figure those out ourselves again?

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: **Thosam** on **July 06, 2009, 14:16**

> Quote from: Raven Bloodeyes on July 06, 2009, 13:54
> Correct, stormcrow, you now CANNOT forge thread items (of any ilk, "thread item", General, Legendary, etc.)

Hmm, I know a few Weaponsmiths who'd like a word with you about that, you know those guys with the gleaming, lovingly polished Warhammers ready to spot the armor weaknesses in your knee caps... ;D

Hopefully there will be some "Optional" on that one, or I'll have to institute yet another HouseRule.

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: **sirserafin** on **July 06, 2009, 14:24**

The best preview so far!
I love U guys! And ladies ;-)

Great thanks for job with armors (helmets and so on).

I'm pretty sure that after this preview undecided so far people now will decide to buy all new books. It really seems to be worth of each money.

Waiting for last preview (theory of magic and spells?) and starting selling 3ed!

Protective amulet has the same bonus (+ 1 to SD) at first and fourth rank.

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: **Mouse** on **July 06, 2009, 14:29**

I'm all for streamlining the adventure design process, which seems to be the reasoning behind the templates. Clarifying existing grey areas, such as Forging, is great too. My

personal feeling about the shield and helmet rules is that they might slow down an already somewhat crunchy combat system, but I suppose players could work these out beforehand (more fiddly for GMs though).

Yeah, all seems fine. I must confess to not really seeing what has got Sirserafin so excited though?

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: arma on **July 06, 2009, 14:43**

Quote from: Mouse on July 06, 2009, 10:23

> why is the word "Warhammer" capitalised in its flavour text, while "short sword" is not?

What Dammi said.
Actually, it should be all caps. And bold.
So please read as: "This **WARHAMMER** looks like it reduces whatever it hits to crumbs" ;D

Quote from: Crusader on July 06, 2009, 11:02

> Question: Can the healing vial only be used by the wielder or can the wielder will the potion into existence and give it to another?

Threaded Item effects can only be profited from by someone who has a thread attached (at the appropriate rank if necessary) and require the item to be present. This is covered by general rules on magic items in the Thread Magic chapter.
(Individual items may make exceptions, but they will be noted)

Quote from: Ukhata on July 06, 2009, 14:15

> you did shoddy work

Quote from: Alarius on July 06, 2009, 10:39

> The War Gauntlets have the same effects at thread 1 and threads 3.

Quote from: sirserafin on July 06, 2009, 14:24

> Protective amulet has the same bonus (+ 1 to SD) at first and fourth rank.

Yeah, sorry. We caught these during a late check, but it seems to have been overlooked in layout.
It's mostly from applying the template and forgetting to add up the numbers.
(e.g. the template says "at this rank, get a +1 to something" and we forgot to add it if we did it twice to the same thing.)

Quote from: Thosam on July 06, 2009, 14:16

> Hmm, I know a few Weaponsmiths who'd like a word with you about that, you know those guys with the gleaming, lovingly polished Warhammers ready to spot the armor weaknesses in your knee caps... ;D
>
> Hopefully there will be some "Optional" on that one, or I'll have to institute yet another HouseRule.

The item is already forged when enchanted, it has the same bonuses as if forged, you cannot forge it twice.
The fun thing for Weaponsmiths is that use of Forge Weapon now is a prerequisite to make these items. If an elementlist wants to create a Threaded **WARHAMMER** that has the steep damage increase at rank 1, he'll have to buy a forged weapon from a Weaponsmith!

Quote from: Ukhata on July 06, 2009, 14:15

> 1 question, will legendary effect examples/standards be given too, or will we GM's need to figure those out ourselves again?

For examples, there's the normal Legendary Items in the GM Companion. The template system only covers "Thread Items" (=cheap stuff). General Treasure and Legendary treasure is still on an individual basis, as normal. We have several pages in the GM Companion that show how to build Legendary items in different ways, however, with example items.

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: **Ukhata** on **July 06, 2009, 15:00**

> Quote from: arma on July 06, 2009, 14:43
>
> > Quote from: Ukhata on July 06, 2009, 14:15
> >
> > 1 question, will legendary effect examples/standards be given too, or will we GM's need to figure those out ourselves again?
>
> For examples, there's the normal Legendary Items in the GM Companion. The template system only covers "Thread Items" (=cheap stuff). General Treasure and Legendary treasure is still on an individual basis, as normal. We have several pages in the GM Companion that show how to build Legendary items in different ways, however, with example items.

thank you for the response :D

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: **Thosam** on **July 06, 2009, 15:37**

> Quote from: arma on July 06, 2009, 14:43
>
> The item is already forged when enchanted, it has the same bonuses as if forged, you cannot forge it twice.
> The fun thing for Weaponsmiths is that use of Forge Weapon now is a prerequisite to make these items. If an elementlist wants to create a Threaded **WARHAMMER** that has the steep damage increase at rank 1, he'll have to buy a forged weapon from a Weaponsmith!

So players can, given a set of narrowly and carefully described and prescribed circumstances create Threaded weapons? Yes, my weaponsmith players thank you, my elementalists curse you. ;D

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: **werefrog** on **July 06, 2009, 15:38**

The Werefrog am curious as to how the combat system has changed. By adding the helmet penalty, the new stuff with shields and deflection, The Werefrog wonder if combat isn't going to become too tedious for most players.

If we had all this stuff to take into account with computers figuring it out, it wouldn't be so bad. However, the case remains that we must figure this out on paper: although a computer could be programmed to handle it. The Werefrog already thought combat took too much in this game, though.

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: arma on **July 06, 2009, 15:46**

> Quote from: Thosam on July 06, 2009, 15:37
>
> So players can, given a set of narrowly and carefully described and prescribed circumstances create Threaded weapons? Yes, my weaponsmith players thank you, my elementalists curse you. ;D

They always could...
ED3 makes the Weaponsmith better at making threaded weapons and armor than the others, though...

Quote from: werefrog on July 06, 2009, 15:38

> The Werefrog am curious as to how the combat system has changed. By adding the helmet penalty, the new stuff with shields and deflection, The Werefrog wonder if combat isn't going to become too tedious for most players.

The shield stuff sort-of pays for itself because it requires effort where you had Second Weapon attacks before.
Doesn't apply to all characters or circles, but to a lot.

You can actually leave all the helmet rules out, as they apply to everyone anyway. It's just something we've been asked by dozens of people over the years and that has come up on messagebaords again and again.

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: **ED_Chronicler** on **July 06, 2009, 18:01**

Well, sounds like a lot of re-designing for **Earthdawn** Codex submissions.

Other than that, just have to say, Hmmmm.

Not enough to really comment on, but I do like the idea of templating.

But I feel that it will take a trip to Throne before really knowing the pattern of it.

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: **werefrog** on **July 06, 2009, 18:40**

Quote from: ED_Chronicler on July 06, 2009, 18:01

> But I feel that it will take a trip to Throne before really knowing the pattern of it.

Uh, you read with your eyes (or hands if you are blind). Wiping it on your nether regions would actually be detrimental to your cause of understanding how it works.

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: **Flowswithdrek** on **July 06, 2009, 22:44**

I'm also really liking the templates idea, seems a good way to take out the repetitive stuff for every weapon but not limiting any options. You would almost think an object orientated programmer was involved in this somewhere along the line!

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: **abandag** on **July 07, 2009, 03:55**

Quote from: arma on July 06, 2009, 15:46

> ED3 makes the Weaponsmith better at making threaded weapons and armor than the others, though...

That's as it should be. Who should be better at making magical **Weapons** than a **Weapon**smith? ;D

I like what I've seen in this preview (all of the previews for that matter) so far. The templates for thread items is a good thing. I mean it's pretty much common sense, but I guess there are GMs who might have been tempted to make regular thread items too powerful. Templates should prevent that sort of thing.

Good job. I approve. :thumbsup:

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: **Jamz** on **July 07, 2009, 05:08**

> Quote from: arma on July 06, 2009, 14:43
> The item is already forged when enchanted, it has the same bonuses as if forged, you cannot forge it twice.
> The fun thing for Weaponsmiths is that use of Forge Weapon now is a prerequisite to make these items. If an elementlist wants to create a Threaded **WARHAMMER** that has the steep damage increase at rank 1, he'll have to buy a forged weapon from a Weaponsmith!

So, when I buy a Threaded Warhammer at the bazaar, it will have the stats of a fully forged weapon before I weave a Rank 1 Thread into it, and as such, weaving the rank 1 thread effectively has no affect or benifit? (or does the enchantment process some how "unforge" the weapon making it normal until you weave a thread into it, which would seem stupid IMO)

Also, could you share the how Thread Chain would look? No one in our group over the years never got Thread Plate because it just wasn't worth the cost of init penalty over Thread Chain. I'm just curious if the gap is bigger and better now among the armors?

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: **Difaw** on **July 07, 2009, 05:18**

jamz - did they not have air dance? Air dance ignores all initiave penalties from armor etc. as you use your Airdance test in place of your initiave test... (at least it did long ago in 1st ed...or a hosue rule...or somesuch...now I may have to go look to be sure...)

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: **Raven Bloodeyes** on **July 07, 2009, 05:56**

The warhammer would be forged as part of the enchanting process, but the transformation into a thread item makes that forging PART of its True pattern as a thread item. Thus without a thread, the "forging" is inaccessible. The weapon is no longer considered forged at all. The bonus that is equal to what would be gained by forging it fully, is permanent with a woven thread. There is no need to have it renewed by a Weaponsmith every year, it is now INTRINSIC to the item. However to access the powers of the item at all, threads are needed....

This was my logic at least (and some approximation of others working on it), you certainly have a right to disagree, and its easy enough to compensate for... just have it stay fully forged and turn Rank 1 into a +1 beyond what is reachable with forging, and so on...

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: **Jamz** on **July 07, 2009, 13:43**

> Quote from: Raven Bloodeyes on July 07, 2009, 05:56
> The warhammer would be forged as part of the enchanting process, but the transformation into a thread item makes that forging PART of its True pattern as a thread item. Thus without a thread, the "forging" is inaccessible. The weapon is no longer considered forged at all. The bonus that is equal to what would be gained by forging it fully, is permanent with a woven thread. There is no need to have it renewed by a Weaponsmith every year, it is now INTRINSIC to the item. However to access the powers of the item at all, threads are needed....
>
> This was my logic at least (and some approximation of others working on it), you certainly have a right to disagree, and its easy enough to compensate for... just have it stay fully forged and turn Rank 1 into a +1 beyond what is reachable with forging, and so on...

According to earlier posts, an Elementalist needs to have a Weaponsmith forge the blade first for them before they can enchant it? This would imply that the Weaponsmith can't do this ahead of time and now needs to be "part" of the enchanting process?

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: **Jamz** on **July 07, 2009, 13:46**

> Quote from: Difaw on July 07, 2009, 05:18
> jamz - did they not have air dance? Air dance ignores all initiave penalties from armor etc. as you use your Airdance test in place of your initiave test... (at least it did long ago in 1st ed...or a hosue rule...or somesuch...now I may have to go look to be sure...)

EDC: The adept uses his Air Dance step in place of his Dexterity step for his Initiative Test, incurring the normal Initiative Penalties from armor and shields (see Determine Initiative in the Combat chapter, p.395).

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: **Grinder** on **July 07, 2009, 15:12**

It's a bit pointless to quote the EDC rule text without knowing if the Air Dance talent got changed in ED3, isn't it? ;)

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: arma on **July 07, 2009, 15:23**

Not really, as Difaw based his post on the same assumption that everything stays the same.
(Air Dance always had the Initiative Penalty, though, just to clear that up.)

> Quote from: Jamz on July 07, 2009, 13:43
> According to earlier posts, an Elementalist needs to have a Weaponsmith forge the blade first for them before they can enchant it? This would imply that the Weaponsmith can't do this ahead of time and now needs to be "part" of the enchanting process?

The forged weapon is a material used.
Previously, the Elementalist had to buy the weapon.
Now, he has to buy the forged weapon.

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: **Sethariel** on **July 07, 2009, 15:49**

If I get it right, forging a thread weapon won't be possible now, will it?

... or Enchanting a forged weapon will make the thread weapon even more powerful (the bonus from forging will be a part of its Pattern)...

So after the forged weapon is enchanted into a thread weapon it can be forged again to gain another bonus (this time temporary - lasting 1 year)

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: **etherial** on **July 07, 2009, 16:18**

> Quote from: Sethariel on July 07, 2009, 15:49
> If I get it right, forging a thread weapon won't be possible now, will it?

Correct. It's already been forged up to its limit.

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: arma on **July 07, 2009, 16:18**

You cannot forge a thread weapon/armor/shield. Ever. No matter what.

You can enchant a forged weapon/armor/shield to make the forging bonus "permanent"

as the Thread Rank One Effect.

You can enchant an un-forged weapon/armor/shield. But it can never get the forging bonus (only the small bonuses we had before, e.g. +1 per Rank). You won't do that under most circumstances, but sometimes you may want to enchant a weapon that is not actually used as a weapon (a Wizard's staff being a Matrix item, for example, does not use the forging bonus).

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: **freid** on **July 07, 2009, 16:35**

Quote from: Sethariel on July 07, 2009, 15:49

> If I get it right, forging a thread weapon won't be possible now, will it?

Quote from: Raven Bloodeyes on July 06, 2009, 13:54

> Correct, stormcrow, you now CANNOT forge thread items (of any ilk, "thread item", General, Legendary, etc.)

About the fading effect of a forge weapon/armor, i think it should be clear that weapon/armor upgrade by a forging talent turns the item into a kind of magical item. Also, it should be accessible to know how much time it has left, at least by a weaponsmith or a swordmaster for weapons.

Beside it, it's a great idea to have templates and having that first thread maximising the damage/armor output of the item just like a forged one. It makes obsolete the rather abusive idea of forging a already threaded weapon. But i would allow a temporary boost if the weaponsmith still gets that talent in his choices.

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: **vitus979** on **July 08, 2009, 01:21**

The thread templates are good, and I can see giving some kind of additional benefit to shields, but the helmet rules are exactly the kind of thing I really disliked when I first played Rolemaster.

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: **freid** on **July 08, 2009, 14:11**

Quote from: vitus979 on July 08, 2009, 01:21

> The thread templates are good, and I can see giving some kind of additional benefit to shields, but the helmet rules are exactly the kind of thing I really disliked when I first played Rolemaster.

I think the helmet idea is very nice. I never liked the idea of helmets before because there's always a cheesy player who is try to attack the head first and say: hey, i've made a wound to the head, does it mean he lost an eye or something?. Having a helmet was a poor option against this and the added armor was always obscur (can someone benefit from it while not attacking the head?). So having a deflection bonus, i think, patch up the entire concept. You get some defensive bonus while not having to check if the hit was on the head or not. The result is that you get a faster paste while fighting and this is, i think, crucial for a game. When a regular combat last 2hours real-time, you feel like your not playing a role-play anymore.

I've yet to see how the deflection works in details, but so far i like the idea. And the advantage of the deflection idea is that you can put this on shields, on a 'main gauche' or even in situations that might get some deflection bonus due to the environement or such. Anyhow, great job!

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: **Mouse** on **July 08, 2009, 16:45**

I'm skeptical about whether the helmet rule will be effective (as compared, say, to being able to hit an unarmoured body location and bypass armour, but with a penalty to hit). I strongly suspect that it will make combat crunchier and slower, and I'm unlikely to use the rule myself. However, I want to look at the product as a whole before making decisions like that.

So get on with it! :whip:

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: **Thosam** on **July 08, 2009, 20:48**

Just wondering, that week-old dwarf bread... is it the Ankh-Morporkian veriety or from Uberwald? ;D

My players had an... erhh... "interesting time" on Discworld.

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: **sirserafin** on **July 11, 2009, 19:53**

1. How did you resolve problem with helmets added to armors like blood pebbles or living crystal? Former description said that crystal in head causes brain damage...

2. From 3rd preview we know that everyone can learn same knacks now. Does it mean that not only Elementalists and Weaponsmiths can create magical items?

3. What about creators of blood amulets? Everyone with alchemy skill can make it or only Nethermancers?

4. Could item not forged to its maximum be turned into thread item? If yes, what about consequence of enchanting not fully forged items?

5. What about enchanted items and turning it in thread items? For example... first I want to weave some air and fire kernels in to make my leather armor breathing like bedroll of comfort and then forge it to its maximum and... get thread leather armor. Is it possible?

(Sorry for my English :P I'm better in translating from English than in constructing and writing complicated ideas...)

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: arma on **July 11, 2009, 21:12**

1. you simply get another helmet... ^ ^

2. No

3. Magicians with Alchemy, Nethermancers via half-magic.

4. see post #32

5. why would you do that if you can make the bedroll effect part of the thread armor anyway? In any case, the first enchantment is a True Pattern that cannot change in that way.

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: **sirserafin** on **July 11, 2009, 22:08**

Quote from: arma on July 11, 2009, 21:12

> 5. why would you do that if you can make the bedroll effect part of the thread armor anyway?

Does it mean that I can simply say to magician: "I wish to get 2nd, 3rd or 4th Rank effect similiar to bedroll of comfort effect" instead of +1 bonus to physical/mystic armor or decreasing initiative penalty?

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: arma on **July 11, 2009, 23:03**

Yes. Or 1st rank (you can choose to not forge, see above), or 5th+ (you can have more than 4 ranks).

The templates don't do that, but the design system coming for the GM Companion does.

General rule, however: the GM can include/allow any effect anyway. We won't come to your house and confiscate your books if you make your own item...

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: **Sethariel** on **July 12, 2009, 01:54**

Quote from: arma on July 11, 2009, 21:12

> In any case, the first enchantment is a True Pattern that cannot change in that way.

Why is it a True Pattern? Do You suggest all magical items created by weaving true elements into them have their True Pattern?

Doesn't only naming in a naming ritual create a True Pattern?

I always thought that you can for instance create a threaded light quartz, or a threaded Warm Cloak...

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: **BobVilla** on **July 12, 2009, 01:56**

My players will likely be tying their first threads next week, and I'm still debating using the new rules.

What is the purpose of adding the forge bonus to threaded items? The first thread rank now seems rather disproportionately powerful compared to the rest-- It takes the remaining three ranks on a typical thread weapon to equate to that first rank. This is't a balance issue so much as a fluff issue. It just seems odd that rank 1 is now the most powerful rank for any thread item.

That said, for someone who already has a full forged sword and switches to a thread sword gains no benefit from the first rank. Previously, the first rank would have been a step down, but once they got their thread sword forged up, there would be a net gain of +1.

Is rank 1 of all legendary items also full the forge bonus. I would assume so, as it would seem rather odd that legendary weapons lag behind the vanilla thread weapons. That also seems to limit the design space a bit for legendaries...

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: **sirserafin** on **July 12, 2009, 13:09**

Quote from: sirserafin on July 11, 2009, 19:53

> 4. Could item not forged to its maximum be turned into thread item? If yes, what about consequence of enchanting not fully forged items?

Quote from: arma on July 11, 2009, 21:12

> 4. see post #32

There is no full answer for my question... I asked about partially forged items (for example 3 times forged troll sword) and what kind of bonus it gets at 1st Rank and later (if any). So once again... is it possibility to make thread item from item only partially forged?

At this moment it's absolutely clear to me that after making item threaded it cannot be forged anymore with new rules.

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: **Ukhata** on **July 12, 2009, 14:01**

Quote from: sirserafin on July 12, 2009, 13:09

> Quote from: sirserafin on July 11, 2009, 19:53
>
> > 4. Could item not forged to its maximum be turned into thread item? If yes, what about consequence of enchanting not fully forged items?
>
> Quote from: arma on July 11, 2009, 21:12
>
> > 4. see post #32
>
> There is no full answer for my question... I asked about partially forged items (for example 3 times forged troll sword) and what kind of bonus it gets at 1st Rank and later (if any). So once again... is it possibility to make thread item from item only partially forged?
>
> At this moment it's absolutely clear to me that after making item threaded it cannot be forged anymore with new rules.

if you can think of abilities or effects a thread weapon can have, then it can actually have that.
Its Your Barsaive :D

so yes you can make a threaded troll sword with only 2 ranks of forging in the first thread :)

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: arma on **July 12, 2009, 15:35**

Quote from: Sethariel on July 12, 2009, 01:54

> Why is it a True Pattern? Do You suggest all magical items created by weaving true elements into them have their True Pattern?

Just using "True" as an expression, it's actually not well defined how this class of items is called.
What they got in common with True Patterns is that
a) they have magical and astral substance
b) changing their pattern (as enchanting would) changes their nature

Quote from: BobVilla on July 12, 2009, 01:56

> What is the purpose of adding the forge bonus to threaded items? The first thread rank now seems rather disproportionately powerful compared to the rest-- It takes the remaining three ranks on a typical thread weapon to equate to that first rank. This is't a balance issue so much as a fluff issue. It just seems odd that rank 1 is now the most powerful rank for any thread item.
>
> <snip>
>
> Is rank 1 of all legendary items also full the forge bonus. I would assume so, as it would seem rather odd that legendary weapons lag behind the vanilla thread weapons. That also seems to limit the design space a bit for legendaries...

Magic item balance has a very broad spectrum, but for the disproportionate rank 1: Weaving a few ranks may cost you a thousand LP or somesuch... but having a thread to an item in the first place "uses up" a thread weaving rank (and you normally only got 15

of those).
This "rank slot" is worth quite a bit. And if you use it, you then have to spend the same LP as before so your weapon is actually better than the forged one...
(It's not all about making thread weapons as good as forged ones, with the additional ranks, they now become *better*. That was a hard thing to do previously, esp. for two-handed weapons.)

Most Legendary Items use the same bonuses, but some don't. Legendary Items do have more powerful effects than the typical "+1 to X" you see on the templates.

Quote from: sirserafin on July 12, 2009, 13:09

> asked about partially forged items (for example 3 times forged troll sword) and what kind of bonus it gets at 1st Rank and later (if any). So once again... is it possibility to make thread item from item only partially forged?

Ah, okay, *partial*...
The rules assume you use a fully forged weapon, but you can of easily adapt them to partially forged weapons.

Quote from: Ukhata on July 12, 2009, 14:01

> if you can think of abilities or effects a thread weapon can have, then it can actually have that.
> Its Your Barsaive :D

QFT.

You are free to design your items any way you like. Just because there now are templates doesn't mean you cannot do any other items.

Here's some other things you are allowed to do as a GM or with GM approval (which applies to everything relating to threaded items):

Have a dagger that does Damage Step 125.
Have a whistle that kills all dragons who hear it blown.
Have a spear that has a negative Damage Step.
Have a ring that makes you invulnerable and immortal.

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: **ED_Chronicler** on **July 12, 2009, 18:35**

The only issue I would see from partially forged to fully forged would be making it clear in some manner besides just saying the damage step is one less. Otherwise you could have some confusion in your players as to why the difference.

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: **werefrog** on **July 12, 2009, 18:44**

Quote from: arma on July 12, 2009, 15:35

> Have a dagger that does Damage Step 125.

The step table only goes up to 100.

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: **Grinder** on **July 12, 2009, 19:03**

You wish... ;D

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: **kscott** on **July 12, 2009, 19:45**

What does "Legend Point Cost: Novice" mean with respect to threaded items? Will there be some table for this?

Thanx

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: arma on **July 12, 2009, 22:11**

Table is the same as for talents (Novice Talent Cost is Circle 1-4 talents: 100, 200, 300, 500, 800, 1300...)

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: **BobVilla** on **July 13, 2009, 04:45**

Quote

> It's not all about making thread weapons as good as forged ones, with the additional ranks, they now become better. That was a hard thing to do previously, esp. for two-handed weapons

Why was this hard to do previously? Magic weapons could be forged the same number of times as mundane weapons could they not?

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: **ED_Chronicler** on **July 13, 2009, 05:34**

Technically yes, but it was actually considerably more difficult to do. It was cheaper and easier to just forge a non-thread weapon for the "instant" bonus than spending time on a thread weapon that after say 3000 or so legend, did 1 - 2 steps less damage than a fully forged 2H weapon. So unless the thread ranks that didn't include damage provided a very wanted or needed ability, it was usually preferable to use a normal weapon that had been forged.

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: **sirserafin** on **July 13, 2009, 08:26**

Quote from: sirserafin on July 11, 2009, 19:53

> 2. From 3rd preview we know that everyone can learn same knacks now. Does it mean that not only Elementalists and Weaponsmiths can create magical items?

Quote from: arma on July 11, 2009, 21:12

> 2. No

Quote from: EPC, p.219

> Create Thread Item
> Discipline: Elementalist, Nethermancer, Weaponsmith, Wizard
> Talent: Thread Weaving
> Rank: El5, Ne7, We3, Wi7

I've just checked it... Is the description of this knack changed and Wizards and Nethermancers are excluded now? If not - what about Illusionists?

And what about Humans with Thread Weaving learned by Versatility? Can they learn Create Thread Item Knack? After all... does it matter what kind of Thread Weaving character has? <Bearing in mind that everyone can learn same knacks...>

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: **BobVilla** on **July 13, 2009, 10:03**

Quote from: ED_Chronicler on July 13, 2009, 05:34

> Technically yes, but it was actually considerably more difficult to do. It was cheaper and easier to just forge a non-thread weapon for the "instant" bonus than spending time on a thread weapon that after say 3000 or so legend, did 1 - 2 steps less damage than a fully forged 2H weapon. So unless the thread ranks that didn't include damage provided a very wanted or needed ability, it was usually preferable to use a normal weapon that had been forged.

Where does the extra difficulty come from? Looking at the talent, it seems to be the exact same process as a non-threaded weapon...

But, I'll assume you are correct and that it was prohibitively difficult (for whatever reason) to forge threaded weapons previously, I think it would have been a more elegant solution simply make forging threaded weapons easier...

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: **ED_Chronicler** on **July 13, 2009, 10:27**

Non-Thread Weapons required only an average success.

Thread Weapons required good success.

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: **sk8bcn** on **July 13, 2009, 10:55**

Quote from: arma on July 12, 2009, 15:35

> Have a dagger that does Damage Step 125.
> Have a whistle that kills all dragons who hear it blown.
> Have a spear that has a negative Damage Step.
> Have a ring that makes you invulnerable and immortal.

I'm a bit puzzled about these new magical weapons. That unbalances the game no?

I hope there's not a lot of these in ED3.

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: **sk8bcn** on **July 13, 2009, 10:57**

Was just joking.

I have, however, a question. A weaponsmith could forge threaded weapons which gave him an abilitie that was usefull. How is now the weaponsmith an interesting character?

How has he been designed considering this?

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: **BobVilla** on **July 13, 2009, 11:20**

Quote from: ED_Chronicler on July 13, 2009, 10:27

> Non-Thread Weapons required only an average success.
>
> Thread Weapons required good success.

Ah, I read right over that line. Well, remove that bit and voila, problem solved, and no need to go mucking about with relative value of thread ranks or the functional value of the forge blade talent. Seems a much better solution, and definitely the one I'll be using IMB.

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: **werefrog** on **July 13, 2009, 16:25**

One must also beat the spell defense of the weapon to forge it, and threaded weapons would tend to have higher spell defenses than non-threaded weapons.

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: arma on **July 13, 2009, 16:55**

Quote from: sirserafin on July 13, 2009, 08:26

> I've just checked it... Is the description of this knack changed and Wizards and Nethermancers are excluded now? If not - what about Illusionists?
>
> And what about Humans with Thread Weaving learned by Versatility? Can they learn Create Thread Item Knack? After all... does it matter what kind of Thread Weaving character has? <Bearing in mind that everyone can learn same knacks...>

You've also learned that knacks don't work via Disciplines any more, but via Talents. ;)
The requirement for the knack is simply "Thread Weaving (magicians), Thread Smithing". This covers Elementalism, Illusionism, Nethermancy, Wizardry, and Thread Smithing.

Versatility doesn't allow access to knacks.

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: **sirserafin** on **August 10, 2009, 22:45**

[Errata?]

3ed rules say that we can choose if we want to add bonuses to steps or test results... so what about description of war gauntlets where we can read:

The wearer gains a +X bonus to close combat Attack/Damage **Tests**.

Shouldn't it be rewritten?

And...

There is no more "The container holds up to two/three times its normal capacity" in description of buoyant bag. No more "Santa Claus bags"?

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: arma on **August 10, 2009, 23:09**

Quote from: sirserafin on August 10, 2009, 22:45

> [Errata?]
>
> 3ed rules say that we can choose if we want to add bonuses to steps or test results... so what about description of war gauntlets where we can read:
>
> The wearer gains a +X bonus to close combat Attack/Damage **Tests**.
>
> Shouldn't it be rewritten?

No.
If you get a bonus to a Damage Test, you add it to
a) the step used to make the test
b) the result of the test
depending on what you use. If the rule says "bonus to Damage Tests", the bonus applies to both options. A test is not a Test Result. Tests are procedures, bonuses are stats that come in before or after the procedure (step bonus before, test result bonus after).

Quote

> And...
>
> There is no more "The container holds up to two/three times its normal capacity" in description of buoyant bag. No more "Santa Claus bags"?

Can't have everything...
(Just choose a bigger bag to start with ;D)

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: **sirserafin** on **August 10, 2009, 23:18**

Thanks for clarification.

Quote from: arma on August 10, 2009, 23:09

> Can't have everything...
> (Just choose a bigger bag to start with ;D)

It's impossible if we speak about Threaded Quiver... any ideas for Threaded Quiver? :-/ I really liked quivers from EDC.

Title: **Re: [DISCUSS] Earthdawn Preview #4**
Post by: arma on **August 11, 2009, 00:04**

We have used the standard "decrease weight" option for the NPCs in the forthcoming GM Companion, with a larger quiver. At top rank, there's 40 arrows that only weigh 10% in there.

You can always go for something homemade, though...
(there's numerous approaches for giving access to lots of arrows, both for Legendary items or Thread items, such as weight effects, arrows that appear out of thin air, etc..)

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=4595.0. It is a snapshot of the page as it appeared on Nov 19, 2011 07:42:34 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => Product Feedback => Topic started by: Dammi on July 13, 2009, 19:46

Title: **[DISCUSS] Earthdawn Preview #5**
Post by: **Dammi** on **July 13, 2009, 19:46**

Hiya!

This thread is for discussing our fifth and final preview of **Earthdawn** Third Edition (see this (http://www.**earthdawn**.com/index.php?categoryid=19&p13_sectionid=3&p13_fileid=42)).

Best,

Dammi

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Sethariel** on **July 13, 2009, 20:07**

No D20 and D4?? :bigcry:

I was always such a hurray if you had 20 on D20...

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Dammi** on **July 13, 2009, 20:11**

Hiya!

The old Step/Action Dice and Result Level tables will be available as option for those who don't want to retire them. The rules are written in a way that these are interchangeable. We also have a number of other dice progressions we might attach there as well.

Best,

Dammi

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **werefrog** on **July 13, 2009, 20:14**

The Werefrog don't like the lack of D20.

As such, The Werefrog will use the old step system in games of The Werefrog. The Werefrog don't mind the loss of the D4 as much, although players of The Werefrog would mind it.

However, the spells are pretty good with area of effect.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **BobVilla** on **July 13, 2009, 20:26**

As a new DM, I'm very excited about the change to monster entries, and creature creation in particular. Looking forward to seeing what you came up with.

Action dice: I can appreciate that you're trying to reduce the variance in the rolls. That is one of my main beefs with the system as well-- the swings are just so huge (I roll step 30, and get a.... 7, woot!) However, I think there are way too many d12's. One of the great things about the original step systems was that you only really had to have a single set of dice for quite a while. I know a lot of people have buckets of dice, (I do too), but new players don't, and even I don't own that many d12's... ;)

Splitting steps 1-3 off from the main chart looks rather odd in this presentation, but I'm assuming it doesn't appear like this in the actual book?

Spell entries: Fantastic.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Sethariel** on **July 13, 2009, 20:32**

Sad that you have returned to bonuses and penalties in steps. Bonuses and Penalties to the Test Result was a major step forward and quickened the play in **Earthdawn** Classic.

May I know what encouraged you to go back to the step bonuses and penalties?

I think I will also stick to the previous Step System with D20 and D4, but probably will first discuss it with the players.

Or maybe try one game session with the new Step System...

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: arma on **July 13, 2009, 20:36**

Quote from: Sethariel on July 13, 2009, 20:32

> Sad that you have returned to bonuses and penalties in steps. Bonuses and Penalties to the Test Result was a major step forward and quickened the play in **Earthdawn** Classic.

Have a look at the rules again...

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **PenAgain** on **July 13, 2009, 20:44**

:blush: :blush: :blush: I am a failure at Preview Hunting. I must renounce my calling and switch to a more suitable Discipline, like perhaps SleepMaster.

But as to the matter at hand...

d4/d20: Sad to see them go, but I don't think I'll miss them all that much. Did this change come before or after the Karma die unification, I wonder?

Spell descriptions: very pleasing. So it's an integrated spell listing, with master lists and Circles at the front end, I assume?

Optional Rules Changes: All sounds fine to me!

The Step Chart (with 1-3 being separated out). I like it-- those steps DO have a unique rule association (the minus value) that needs to be explained separately, so why not?

All in all... there's nothing here that I can't fully support. So either I've become a corporate yes-man, or you (all) did fine work.

Perhaps a little from each column.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Sethariel** on **July 13, 2009, 20:50**

Quote

> If the gamemaster feels that it would be beneficial to the game, he may instead apply temporary or one-time modifiers to the test result after the dice are rolled.

Arma, You mean that? :-) Yes I see that the bonuses and penalties to the effect of the test are still there, but Optional.

I just thought that bonuses and penalties to the test result were going to be in core rules in 3rd Edition, as it was one of the best things that came with **Earthdawn** Classic.

That's why I'm curious why did you leave bonuses in steps as the Core rule...

And I must admit that I really like what you did with the spells. Although elemental and illusion key words could be done as a seperate spell characteristic. But most of all I'm glad that it is finally precisely written what element is the Elementalist's spell based on ;D

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **werefrog** on **July 13, 2009, 20:54**

http://werefrog.webs.com/games/**earthdawn**/3rd_sheet.html

For those who are wondering about the new step system, The Werefrog think The Werefrog have it mapped out up to step 100 here (go to the bottom of the page).

The Werefrog, upon first glance, didn't like the lack of D20 (and am pretty indifferent to the D4). However, upon looking at the step table, The Werefrog think there are far too many D12s being used.

Just a few weeks ago, The Werefrog recommended a new role-player to get **Earthdawn** because the system is so elegant, and it would be available to play with 3 books (Gamemaster's, Player's, and Adventure Compendia), and his group could all chip in to purchase these three books. Also, The Werefrog thought they'd get by with two or three sets of dice per player, which is somewhat standard.

However, we all know most rolls will be under step 30 (which means 3D12 + D8 + D6, 3 sets of dice), players look at the higher steps as their goals. The final step The Werefrog extrapolated was Step 100 (13D12 + 2D8). Granted, this step may be inaccurate, but The Werefrog would be scared off, as a beginning gamemaster, if The Werefrog saw 13D12 were needed at some point. Perhaps The Werefrog anticipated incorrectly, but it is too skewed towards D12s at higher steps.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **werefrog** on **July 13, 2009, 20:56**

Quote from: Sethariel on July 13, 2009, 20:50

> Quote
>
> > If the gamemaster feels that it would be beneficial to the game, he may instead apply temporary or one-time modifiers to the test result after the dice are rolled.
>
> Arma, You mean that? :-) Yes I see that the bonuses and penalties to the effect of the test are still there, but

> Optional.
>
> I just thought that bonuses and penalties to the test result were going to be in core rules in 3rd Edition, as it was one of the best things that came with **Earthdawn** Classic.
>
> That's why I'm curious why did you leave bonuses in steps as the Core rule...

Actually, in the game group of The Werefrog, we voted unanimously to not use that rule. We saw it as useful for new players just getting started, but once we knew the step tables, we didn't like at all. It made the game feel too much like some other game.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: arma on **July 13, 2009, 21:01**

Quote from: Sethariel on July 13, 2009, 20:50

> Yes I see that the bonuses and penalties to the effect of the test are still there, but Optional.
>
> I just thought that bonuses and penalties to the test result were going to be in core rules in 3rd Edition, as it was one of the best things that came with **Earthdawn** Classic.
>
> That's why I'm curious why did you leave bonuses in steps as the Core rule...

The point about it is that it is not optional (in the sense of optional rule).
EDC made an optional rule out of one, and standard out of the other.
ED3 says: you choose.

With feedback from the EDC rules, we realized there was a lot of confusion over how to apply bonuses and if the optional/standard rules were actually just mixed anyway or should be combined. Some players has difficulties to determine when to use Step Modifiers with the optional rule, or difficulties to see that when using the Standard rule, they should have used Step Modifiers (for example, applying the +X bonus from spell effect tests to the result...). In short: more confusion for some than it was worth.

But: the whole thing is a feature of the step system. So we provide both options, just that the original ED1 rule is introduced first and "looks like standard".

Throughout the rest of the books, it's always only called "+X bonus/penalty" by the way, there's no "+1 step bonus" or somesuch. The preview has the only basic rule that tells you how these are applied, which eliminates some of the confusion when determining "non bonus steps" such as Spell Effect Tests, Damage Steps, etc..
(or so we hope)

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Dammi** on **July 13, 2009, 21:04**

Hiya!

@Bonuses/Penalties: the reason we did "change it back" was that more than half of the rules were using step bonuses explicitly, essentially taking the choice away from the GM. What we did was changing the rules texts to only mention "bonuses" and "penalties" throughout, leaving the choice completely in your hands. You should do it one way or the other just like before, but without the confusion.

Best,

Dammi
Edit: Double post.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **PenAgain** on **July 13, 2009, 21:05**

Quote from: werefrog on July 13, 2009, 20:56

> Actually, in the game group of The Werefrog, we voted unanimously to not use that rule. We saw it as useful for new players just getting started, but once we knew the step tables, we didn't like at all. It made the game feel too much like some other game.

Whereas my group LOVES the result-mod rule as they have the cosmic misfortune of being unable to roll anything above a 3 on any die ever created by man. So a +3 to result thrills them in a way that a +3 to step never did.

Myself, I like the option of being able to cut back and forth between the two systems. Heck, I may even allow players to decide for themselves which route they prefer on a case by case basis (Player A is a result modder, while Player B is a step modder, for instance).

I dunno. Down that path might lie madness.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Anunnaki** on **July 13, 2009, 21:19**

Hiya,

Don't forget to look for handy **Earthdawn** D12 "dice packs" from a retailer near you! (OK, I am kidding. ;))

Take kaer, James

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **PenAgain** on **July 13, 2009, 21:24**

Quote from: Anunnaki on July 13, 2009, 21:19

> Hiya,
>
> Don't forget to look for handy **Earthdawn** D12 "dice packs" from a retailer near you! (OK, I am kidding. ;))
>
> Take kaer, James

Yes! Q-Workshop could sell a Step 50 pack, which includes only those dice (in the specified quantities) needed to go up to Step 50 (plus an extra d6 for Karma)... and then a Dice Companion which had the additional dice needed to go to step 100!

GENIUS!

(Ok, I'd buy it but I'm a big old sucker...)

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **werefrog** on **July 13, 2009, 21:28**

Quote from: PenAgain on July 13, 2009, 21:24

> Quote from: Anunnaki on July 13, 2009, 21:19
>
> > Hiya,
> >
> > Don't forget to look for handy **Earthdawn** D12 "dice packs" from a retailer near you! (OK, I am kidding. ;))
> >
> > Take kaer, James
>
> Yes! Q-Workshop could sell a Step 50 pack, which includes only those dice (in the specified quantities) needed to go up to Step 50 (plus an extra d6 for Karma)... and then a Dice Companion which had the additional dice needed to go to step 100!
>
> GENIUS!
>
> (Ok, I'd buy it but I'm a big old sucker...)

The thing is, to go from Step 50 to Step 100 only requires an additional 7 D12, but no other dice.

To have all steps up to 100 (with karma) requires 13D12, 2D10, 2D8, and 3D6. This means, one would need to purchase 2 dice sets, 1 D6, and 11D12.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **PenAgain** on **July 13, 2009, 21:36**

So...

EarthDawn Step Dice: 6d12, 2d10, 2d8, 3d6 (13 dice, so about 32 dollars in Q Workshop land)
EarthDawn Step Dice Companion: 7d12, 1d8* (8 dice, so about 18 dollars in Q Workshop land)

That doesn't seem so awful to me. You can do generic Chessex dice for much cheaper, of course... And they offer substantive bulk discounts (for you groups buying 30 or 40 d12s now)...

*the extra d8 is for when (Master Adepts?) get their Karma die upgraded, as suggested/stated in numerous developer posts circa Preview 2

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **stormcrow** on **July 13, 2009, 21:38**

Very pleased about spells and I especially liked that you put what armour type protect against it but my players are gonna go mental about missing d4 and d20. I have to say the d20 did annoy me though. Glad also that you took a look at the cavalry rules.

My main question is pretty basic. You have all the different *spells* (edit) together in alphabetical order yet i don't see any indication of which is Nethermancy etc. How do the players tell which spells they can cast?

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Dammi** on **July 13, 2009, 21:43**

Quote from: werefrog on July 13, 2009, 21:28
> The thing is, to go from Step 50 to Step 100 only requires an additional 7 D12, but no other dice.

It wasn't much different with the D20 before... ;)

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Flowswithdrek** on **July 13, 2009, 21:44**

I think my players will be a bit shocked at the lack of D20 (always fun to see and exploding D20) not so much the D4, however for some reason i seem to have bucket loads of D12s so happy days.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **PenAgain** on **July 13, 2009, 21:45**

Quote from: stormcrow on July 13, 2009, 21:38
> Very pleased about spells and I especially liked that you put what armour type protect against it but my players are gonna go mental about missing d4 and d20. I have to say the d20 did annoy me though. Glad also that you took a look at the cavalry rules.
>
> My main question is pretty basic. You have all the different *spells* (edit) together in alphabetical order yet i don't see any indication of which is Nethermancy etc. How do the players tell which spells they can cast?

I would assume there are now spell lists, which is GREAT as it makes the Shaman seem less of an oddity. So each magician has a spell list... and no longer is the Shaman poaching spells from the Nethermentalists :)

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **BobVilla** on **July 13, 2009, 21:50**

> Quote from: Dammi on July 13, 2009, 21:43
> > Quote from: werefrog on July 13, 2009, 21:28
> > > The thing is, to go from Step 50 to Step 100 only requires an additional 7 D12, but no other dice.
> >
> > It wasn't much different with the D20 before... ;)

I'll take your word on what it takes to get to step 100 (never looked at a chart that went up that high), but to get into the mid 30's, a step range that's attainable in a relatively short order, you went from requiring 2d20's to 5d12. That's a fairly large increase, especially considering the d12 is an 'odd' dice. D10's, 20's, and 6's abound for other games, however, d12's are rarely used.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Raven Bloodeyes** on **July 13, 2009, 21:51**

As for spell lists, yes, all 4 Disciplines in the main book have a spell list sorted by Circle, then the spells are listed in one big list by alphabetical order.

While I still have the old progression mesmerized (intentional misspeak ;)) instinctively, I really do like the new progression.... it keeps a bell curve throughout instead of switching over to a more linear progression, and it repeats every 7 steps, so it is MUCH more predictable (my Excel VB macro to calculate the dice for a step is like 8 lines long [and that mostly due to a Select Case statement]). I also re-did all the stats and corrected the Result Level Table to the new dice (only by +-1 at the vast majority with a few off by +-2, and a good portion identical even if the dice weren't).

I'll be interested to see the responses if another progression of mine sees the light of day as an optional rule in a free download... ;) :P

As for Step 50-100, my first GM cheated as he actually HAD a d100 (with a single die, not the 2d10 combo), which he inserted into the mix to get to those really high Steps.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Dammi** on **July 13, 2009, 21:55**

> Quote from: BobVilla on July 13, 2009, 21:50
> > D10's, 20's, and 6's abound for other games, however, d12's are rarely used.

That makes us special, then? :thumbsup: ;)

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **werefrog** on **July 13, 2009, 21:55**

> Quote from: Dammi on July 13, 2009, 21:43
> > Quote from: werefrog on July 13, 2009, 21:28
> > > The thing is, to go from Step 50 to Step 100 only requires an additional 7 D12, but no other dice.
> >
> > It wasn't much different with the D20 before... ;)

But it is so much more fun when your D20 explodes.

Also, let's look at the total dice needed for basic steps in old system versus new system (no karma accounted for)

4D20, 2D12, 6D10, 4D8, 2D6, D4

It's more than just 2 of each other die. However, The Werefrog would like to see it average dice number be close to each other. The Werefrog would like to use more variety of dice. The Werefrog grant that it simply adds more D20, but to get to 100, you don't need 13 of them.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **BobVilla** on **July 13, 2009, 22:08**

Quote from: werefrog on July 13, 2009, 21:55

> Also, let's look at the total dice needed for basic steps in old system versus new system (no karma accounted for)
>
> 4D20, 2D12, 6D10, 4D8, 2D6, D4
>
> It's more than just 2 of each other die. However, The Werefrog would like to see it average dice number be close to each other. The Werefrog would like to use more variety of dice. The Werefrog grant that it simply adds more D20, but to get to 100, you don't need 13 of them.

Agreed. The d12 is just far to prevalent. The chart feels more like a d12 system now, with other dice simply used to modify or support the d12s. It never had that feeling in the past with the d20...

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **BobVilla** on **July 13, 2009, 22:10**

Quote from: Dammi on July 13, 2009, 21:55

> Quote from: BobVilla on July 13, 2009, 21:50
>
> > D10's, 20's, and 6's abound for other games, however, d12's are rarely used.
>
> That makes us special, then? :thumbsup: ;)

If you think intentionally designing in barriers to new player entry to be 'special,' then yes, I suppose you are indeed special... =P

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **PenAgain** on **July 13, 2009, 22:22**

Maybe, when the new edition hits the shelves, we should have a thread sticky'd that is called...

OPTIONAL RULES EVERY NEW PLAYER SHOULD KNOW ABOUT

And it can include the old Step Dice chart for those who feel that a few bucks in additional d12s may be deal breakers for new players who voluntarily forked over ~150 dollars for a complete set of core rules. Or those with a healthy sense of nostalgia.

... that was only supposed to sound 30% snarky. I bet I overshot. Sorry.

:nag: :nag: :nag: (<-- that smiley makes it all better!!!)

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Mouse** on **July 13, 2009, 22:30**

Nice work on the dice extrapolation, Werefrog. I'm going to add my voice to yours and Bob's on this matter - while I like mathematical elegance, I always really liked the fact that ED required all of the dice I got in the standard packs. Not a deal breaker, just registering a lament for lost dice.

Incidentally, Pen posted while I was typing and so I'll add my opinion that exceptions to a rule generally mean that the rule hasn't been well enough thought out (I'm looking at you, English grammarians!). Little things like this step table give me the horrible feeling that instead of being the great unifier, ED3 is actually going to divide the **Earthdawn** playing community even further over editions (but I hope I'm wrong - you guys are working really hard and it would be lovely to see ED reach a new level of success).

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **PenAgain** on **July 13, 2009, 22:41**

But ED never required the full poly-dice set... the percentile d10 has no place in Barsaive (but Thera is another matter altogether...)

While there may be an ever-increasing divide among edition purists, the simplicity of the system, and one of its enduring features, is the fact that all these changes are completely modular. The game is extremely customizable... once you take a look under the hood. (Oh look, a car metaphor-- how unlike me!) You yourself, Mouse, admit that you play by a massively different rulescape... but I would imagine it is not hard for you to plug new release rule information into your body of work. That's what makes these changes, as divisive as they may be, infinitely preferable to a whole-body overhaul like SR4 or the later D&D incarnations (from what I understand). They represent a new way of looking at things that doesn't mutually exclude the old way(s) of doing so.

And new people, with no ED experience... the true target audience in this endeavour... many of them have been wondering what that d12 in the polydice set was for... like you used to! (I run a genreless multiversal game in summertime, usually, that is entirely d8 based for much the same reason-- those suckers felt left out!)

Let's show them what those lesser known d8s and d12s are for!

And d20s are so last edition... for lots of companies... ;)

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Ukhata** on **July 13, 2009, 22:45**

only thing i dont like of the new preview is the step system revamp (like most people here it seems :D)
everything else, especially the helpful monster choose system, is awesome :D
we always used to modify the steps, so nothing new there.

all in all, i have a feeling well use it all except for the new step system.
nice preview :D

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **werefrog** on **July 13, 2009, 23:21**

Yeah, The Werefrog like the new monster system where the monsters are now labeled as designed for 3rd circle groups or 5 circle individuals.

The Werefrog simply wonder what rating Verjigorm will have under the new system.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Thosam** on **July 13, 2009, 23:43**

Well, it looks like I'll be using the old step table also. :sick: The new one "feels" wrong.

Edit:
Being an engineer I of course had to do the math to support my gut feeling.

Examples used:

Step 10 D10+D6 vs. 2D8
In both cases the possible spread of results is the same, without bonus dice 2 to 16, with bonus dice 2 to infinity

Assuming that Step = Target Number, then
with D10+D6 you have 60 possible result combinations, thereof 27 equal or greater than 10, = 45.00% success rate, ignoring possible bonus dice. You have a 23.33% chance for one bonus die, a 1.67% chance for two bonus dice, total of 25% chance.
with 2D8 you have 64 possible result combinations, thereof 28 equal or greater than 10, = 43.75% success rate, ignoring possible bonus dice. You have a 21.88% chance for chance for one bonus die, a 1.56% chance for two bonus dice, total of 23.44% chance.

Step 14 D20+D4 vs. 2D12
In both cases the possible spread of results is the same, without bonus dice 2 to 24, with bonus dice 2 to infinity

Assuming that Step = Target Number, then
with D20+D4 you have 80 possible result combinations, thereof 50 equal or greater than 14, = 62.50% success rate, ignoring possible bonus dice. You have a 27.50% chance for one bonus die, a 1.25% chance for two bonus dice, total of 28.75%.
with 2D12 you have 144 possible result combinations, thereof 77 equal or greater than 14, = 53.47% success rate, ignoring possible bonus dice. You have a 15.28% chance for one bonus die, a 0.69% chance for two bonus dice, total of 15.97%.

I'll try calculating it for higher Steps too, but sofar it looks likethis: if you want your players to succeed, then forget about *homogeneity* and use the old tables.

Just my :my2cents: of course. Feel free to correct my math too.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **PenAgain** on **July 14, 2009, 01:33**

Any system change that dusts off my d8s more often gets my respect.

(edit to remove my stupidity. Amazing anything got left behind at all...)

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Raven Bloodeyes** on **July 14, 2009, 03:17**

The average results are actually nearly identical as the bonus dice factor in considerably. If you look at the entire result level table with the odds falling as they do in Josh's article (http://www.**earthdawn**.com/index.php?categoryid=25&p2005_articleid=9), means they values for Good, Excellent, and Extraordinary Results are only off by 1 or 2 if any.

For example, D10+D6 has bonus dice more often due to the d6, but that's a somewhat smaller contribution, while the bonus d8's are slightly more.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Telarus** on **July 14, 2009, 04:33**

Arg Caught the update posted while I was @ the new job and couldn't download the pdf to check it out myself on the work machines. Reading it now.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Telarus** on **July 14, 2009, 04:58**

Action Dice: Iiiiiiiinteresting. I have already read the comments up-thread about this. So let me say that while I may miss the classic "you can use all the dice in your bag" feeling, I think this will tighten up many of the Steps that previously felt 'flat' in play (which I think was something that popped up with the d20 a lot).

Actions: Yes! (lol)..... this is a good change and will help avoid confusion.

Combat: Looks good. I like the standardization of the various penalties into Harried (then Overwhelmed). Interested in checking out the new mounted combat rules, too.

Spells: Looks good.

Creatures: Very nice. I look forward to the new creature design system.

The Cutting Room Floor: Ooooh, what a tease. Well, it is a preview, so I guess that's allowed.

Thanks for posting all these previews, btw. Something to distract us from constantly hounding Mongoose about shipping dates was a doubleplusgood idea.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Difaw** on **July 14, 2009, 05:19**

Wait! I love d4's! I have the black GM Death D20 that i always seem to roll high on that I pull out when the group is feelign muscular to whip them into shape...

Nooooooooooo

Okay, now that is out of the way, i'll take a look. I have a novice group, and they prefer adding and subtracting steps as it gives more of a feel of "slightly better" or "slightly worse" instead of "with my +10 strength bonus, I will automatically hit you, and kill you. Ha ha" of certain other systems predicated on d20s that I won't name...

We used a different random roll method with our groups -- we'd all roll one set of 4d6 drop the lowest, re-roll 1's. Everyone would roll 7 times, drop the lowest. Then, the group would pick which roll they wanted to use for the campaign, and everyone uses the same stat set. (I also use it for NPCs and villians, etc. generated for that campaign). So now we will do the same thing, I will figure out how many points you need to accomplish it as a human...and then give them that many points.

(granted, this last campaign, my dice decided it would be epic as my trusty old stat dice rolled the following set

18, 17, 16, 16, 15, 14

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **abandag** on **July 14, 2009, 06:23**

I think I like just about everything I've seen in this preview, or at least understand the reasoning behind the changes.

I'm fine with getting rid of the D4 and D20, they were the two dice that most got on my nerves anyway. Some people may have gotten exploding D4s all the time, but I never seem to roll anything but a 2 on it. And with D20s, it was always more disappointing to roll low on those than on the other dice. So on the old step 14, if I rolled low on my D20

in knew I was sunk because I'd only be getting my typical 2 on the D4.

I also noticed the high number of D12s and the higher total number of dice used in the new step number progression table. It felt a little strange, but I think it will just take a little getting used to. After a while I'm sure I'll have no problems with it at all. As an aside, I don't have multiple dice sets. Other than a few D6s and D10s from other games, I only have 1 of each dice type. If I have to roll more than one of a certain type, I just keep track in my head, or write it down if I get a bunch of bonus dice. But I might have to break down and get a couple of additional sets if I'm going to be rolling 4 D12s every time.

A question about creature circle ratings. Is it made clear what a "group" is? If the entry says the monster is appropriate for a group of 8th circlers, exactly how many 8th circlers are expected to be in that group. 8 PCs of 8th circle can take on more than a group of 4 or 5 PCs of the same circle.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Dammi** on **July 14, 2009, 06:37**

Quote from: abandag on July 14, 2009, 06:23

> A question about creature circle ratings. Is it made clear what a "group" is? If the entry says the monster is appropriate for a group of 8th circlers, exactly how many 8th circlers are expected to be in that group. 8 PCs of 8th circle can take on more than a group of 4 or 5 PCs of the same circle.

Yes, that's defined (beat me for the actual definition, I don't have the book at hand atm).

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **abandag** on **July 14, 2009, 06:59**

OK, just knowing that it is actually defined is good enough for me. I don't need to know the specifics right now.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Anunnaki** on **July 14, 2009, 07:19**

Hiya,

Quote from: abandag on July 14, 2009, 06:59

> OK, just knowing that it is actually defined is good enough for me. I don't need to know the specifics right now.

The ***Earthdawn Gamemaster's Guide***, p.145, describes how to handle Legend Awards and player characters of different Circles and group sizes.

Take kaer, James

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Orb** on **July 14, 2009, 08:09**

Hello. Well, heck, do I feel stupid. I used to run Shadowrun back in the 90s. I loved it, but when FASA released Earth Dawn I took one look at it and decided - stupidly, it seems - to give it a pass. The art looked like SR to me and the playable races looked like SR too. I thought FASA was peddling a SR-clone in new clothes and so I lost out on what looks like a great game. Until now.

So obviously I've never tried the old step system. The new step system looks like work to me (stupid memory), but I'm game to give it a go. I've never liked rolling a d4. It doesn't roll well, at least for me, often requiring a specialized rolling technique to truly generate random results. I think I've rolled enough d20s to last a few lifetimes, so I'm not sorry to

see them go.

The preview looks good to me. I think it's about time I gave Earth Dawn a try.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Anunnaki** on **July 14, 2009, 08:15**

Hiya,

Welcome to the dark side Orb. :) Seriously, the Previews from the Downloads link in the menu above should give you a good feel for **Earthdawn**: mechanics, setting, etc. And if you have questions, please ask! Plenty of new and old ED fans who are happy to share.

Take kaer, James

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Orb** on **July 14, 2009, 08:25**

Thanks for the welcome. :)

I've been reading many threads and learning what I can that way. I'll be sure to ask questions when I learn enough to know what to ask.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Lime2K** on **July 14, 2009, 08:41**

Question to People in Charge of Win and Awesome (not AWS-6Q *Awesome*, I know that's Catalyst ^_^):

Can we have a character record sheet to ogle until our books arrive?

(There's just something about new record sheets...)

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Ukhata** on **July 14, 2009, 08:43**

> Quote from: Dammi on July 14, 2009, 06:37
> Yes, that's defined (beat me for the actual definition, I don't have the book at hand atm).

WE HAVE PERMISSION TO BEAT HIM!!! *pulls out a hammer* prepare to be beaten >:D wooot :P (sorry couldnt help myself)

and welcome orb :)

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Crusader** on **July 14, 2009, 10:28**

The good.

Wither away: Troll Nethermancers finally have their windling exterminator. Ttrolls and obsidimen are very hard to affect. Heck, I'd call obsidimen near-immune.... Trolls will be pleased. Windlings will wither away.

Wither limb: Interesting combat option due to the weapon dropping effect on annoying troll sky raiders. Also forces windlings to be grounded. Niice.

The bad.

Picks up previously prepared torch and hay fork

D4/D20: Burn! You will BUUURN for this. How dare you take my shiny D20's? BUUURN! As for optional and interchangable... Will you print the 'old' dice tables in ED3? I don't think so. Bah. First karma, then this. It's as if you want to remove all randomness from the game so everything becomes nice and predictable. And what's up withthe absurd number of D12's? Are you going to be the White Wolf of D12's or something? Buuuuurn!

Actions: Standard, move, simple, free, sustained? Just admit you want to be D&D clone umphteen and get it over with by replacing simple with swift... Buuuuurn!

The neutral.

Whisper through the night: Nice, but what prevents someone to cast it over and over on a trapped spirit? Mixed feelings.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **erossing** on **July 14, 2009, 12:06**

I'm just curious -- why did you decide to change back to "one-time bonuses modify Step" from Classic's "one-time bonuses modify Result"?

And since you did, will the Step chart be on the front of the character sheet? Or, at least on the same sheet page as all the info needed for a fight?

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Dammi** on **July 14, 2009, 12:11**

Hiya!

Quote from: erossing on July 14, 2009, 12:06

> I'm just curious -- why did you decide to change back to "one-time bonuses modify Step" from Classic's "one-time bonuses modify Result"?

It looks like we did, but we didn't. See Replies #11 and #12 on the first page of this thread.

Quote from: erossing on July 14, 2009, 12:06

> And since you did, will the Step chart be on the front of the character sheet? Or, at least on the same sheet page as all the info needed for a fight?

Nope, sorry. There's no space for that. But it's easier to memorize now.^ ^

Best,

Dammi

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Sethariel** on **July 14, 2009, 12:37**

It looks like my players after all are quite pleased with the change of Step System, or at least not unhappy with it.

The D20 had really diverse results, and sometimes the effects of that showed in the most unsuspecting situation. This had also some advantages like the joy of having a Bonus Die on D20.

We will test the new Step System in the upcoming game sessions played with the old

Classic **Earthdawn** rules. (It sounds kinda weird as I refer to **Earthdawn** Classic as old) Maybe as we playtest it, it will look more and more right. Well, you never know ;)

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **etherial** on **July 14, 2009, 14:27**

Quote from: Crusader on July 14, 2009, 10:28

> D4/D20: Burn! You will BUUURN for this. How dare you take my shiny D20's? BUUURN! As for optional and interchangable... Will you print the 'old' dice tables in ED3? I don't think so. Bah. First karma, then this. It's as if you want to remove all randomness from the game so everything becomes nice and predictable.

Rolls 5d12. They all come up 2. Stupid soccerball...

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **tyweise** on **July 14, 2009, 14:34**

No qualms here about the change in action dice for steps. The 3 d12's I have now are good enough through Step 27; that will last me plenty. I like the more normalized results, since I think it will mean that each bonus step/result will be more significant.

The only thing I'd change in what I've seen, is the way key words are listed. I think I'd prefer if they were pulled outside of the body text for the spell, and listed parenthetically somewhere in the top section. (After the spell name, or Effect: listing would be good.)

Especially with the big blocked first letter in the descriptive text, it makes "**A**ir" look kind of funny. Although, I guess it does serve to break up every spell description starting with "This spell ..." :P

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Thosam** on **July 14, 2009, 15:05**

Quote from: Raven Bloodeyes on July 14, 2009, 03:17

> The average results are actually nearly identical as the bonus dice factor in considerably. If you look at the entire result level table with the odds falling as they do in Josh's article (http://www.**earthdawn**.com/index.php?categoryid=25&p2005_articleid=9), means they values for Good, Excellent, and Extraordinary Results are only off by 1 or 2 if any.
>
> For example, D10+D6 has bonus dice more often due to the d6, but that's a somewhat smaller contribution, while the bonus d8's are slightly more.

Thank You for the article. Quite interesting read. There was this bit that I find proves my point:

Quote

> The second psychological aspect of the system is the tendency to remember the really good, or the really bad results. The hundreds of rolls that fall (as they will) in the average expected range of the step aren't remembered—it's that Rule of One when you must succeed, or the quadruple explosion that turns the tide at that critical junction that gets remembered.

The average, homogeneous, bland is forgotten. The extremes are remembered. I completely agree that a Gaussian function bell-curve depicting a standard normal distribution is the most just result. In a role-playing game where the role/persona/act of the individual player is at least as important as the dice result, you want the challenges, the extremes. There is no game in an average success. That does at times mean you have to step away from a *Millimeterrechtfertigkeit* into more skewed, biased dice result areas.

My players see Step 14 D20+D4 as a Rite of Passage, an achievement, its heights and lows to be enjoyed, not maligned. It is part of what makes **Earthdawn** the game it is. We'll keep the old tables. They may be mathematically flawed, but in our game, they are more fun.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Cheops** on **July 14, 2009, 16:56**

Maybe I'm missing some stuff but with the way the previews are going I'm wondering why I'd play ED3 over EDC or AoL?

A lot of the changes seem like bastardizations of what we'll likely be seeing in Age of Legends with intentional efforts to get away from that (removal of the d20 -- we're not D&D!).

Meh...consider me one of those who won't be using ED3 -- I'll likely just skip to Age of Legends.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **werefrog** on **July 14, 2009, 17:08**

Don't go to Age of Legends. That's the worst of all the Earthdawns.

The Werefrog would recommend getting the 2ed Gamemaster's screen and using that along with the rules of ED3. ED3 is a pretty solid game from what they've shown. It's only our nostalgia that's keeping us from liking it wholesale.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **freid** on **July 14, 2009, 17:23**

Quote from: Raven Bloodeyes on July 14, 2009, 03:17

> The average results are actually nearly identical as the bonus dice factor in considerably. If you look at the entire result level table with the odds falling as they do in Josh's article (http://www.**earthdawn**.com/index.php?categoryid=25&p2005_articleid=9), means they values for Good, Excellent, and Extraordinary Results are only off by 1 or 2 if any.
>
> For example, D10+D6 has bonus dice more often due to the d6, but that's a somewhat smaller contribution, while the bonus d8's are slightly more.

Very interesting to read. It's complete and did answer alot of questions.

I would still have to agree with Thosam about the psychological aspect. ED is not designed for mathematicians, but for players who are indeed influenced by it. And the feeling of accomplishement, well we all heard about it. The next step after D20+D4 is the famous D20+2D6. But there's also the practical aspect of having a complete set of dice that are actually used. It's a shame to buy dices that you never use (and this would include the Barsaivian dice I've seen on this site - except the glow in the dark/astral dices that seem to never come). A part of the fun of ED compared to other systems is that plurality of dices, you get to use them all!

That being said, what makes ED a strong and interesting game is the mathematical concept behind it. Once you get the idea (like the talent cost progression), you have a systematic concept that explain the other stuff (like skills or attribute cost). If the new step table get the difficulty table more "harmonized", the psychological aspect should fade with the reasons of the change. What I mean is, if you swap your "fear of bad rolling and hope of high rolls" by the general feeling that you will succeed with occasional "poor roll and high roll", I do think players will love it. How many times did I heard that rolling D12+D10 was better then D20+D4? It was psychological of course, but players do tend to think using D20+D4 either gives you a poor roll or a very good roll.

One last thing, on lower steps, the mathematics are smoother with multiple D12s, but with higher steps wouldn't be interesting to have at least one D20+D4? Meaning that if you have an action dice like 4D12+2D6 (random numbers), is the graph really different using D20+2D12+2D6+D4? What I mean is, at some point (let's say when you have at least 4D12), can you swap 2D12 for D20+D4 without compromising the graph curve? I'm no mathematician, I wouldn't know this!

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **sirserafin** on **July 14, 2009, 19:29**

Yesterday last preview, today - release. And no official news...

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **werefrog** on **July 14, 2009, 19:50**

Really, it's released now?

The Werefrog shall go to the stores to look into the purchase.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Flowswithdrek** on **July 14, 2009, 19:52**

Quote from: werefrog on July 14, 2009, 19:50

> Really, it's released now?
>
> The Werefrog shall go to the stores to look into the purchase.

So says the Mongoose web site

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Dammi** on **July 14, 2009, 19:52**

Quote from: werefrog on July 14, 2009, 19:50

> The Werefrog shall go to the stores to look into the purchase.

The preorders are being sent out now, the books ship to distributors later this week or next week. It will still take a while until they appear in stores.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Dammi** on **July 14, 2009, 19:54**

Hiya!

Quote from: Cheops on July 14, 2009, 16:56

> (removal of the d20 -- we're not D&D!)

I wonder what that has to do with D&D...

Best,

Dammi

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **etherial** on **July 14, 2009, 20:30**

Quote from: werefrog on July 14, 2009, 17:08

> Don't go to Age of Legends. That's the worst of all the Earthdawns.
>
> The Werefrog would recommend getting the 2ed Gamemaster's screen and using that along with the rules of ED3. ED3 is a pretty solid game from what they've shown. It's only our nostalgia that's keeping us from liking it wholesale.

I disagree. Most of the changes are of the "two steps forward, one step back" variety in my estimation. For just one example, you can choose the Talents that are important to you to buy when you go upCircle (yay), but only the Talents that RedBrick thinks are important to your Discipline count for going upCircle (boo). Some redundant Talents get condensed into one (yay), but others that should never have been Talents at all are still there (boo).

Quote from: freid on July 14, 2009, 17:23

> I would still have to agree with Thosam about the psychological aspect. ED is not designed for mathematicians, but for players who are indeed influenced by it...What I mean is, at some point (let's say when you have at least 4D12), can you swap 2D12 for D20+D4 without compromising the graph curve? I'm no mathematician, I wouldn't know this!

There are three mathematicians in my Earthdawn game. I can say with 90% confidence that this *is* a game for mathematicians. I'm with you right there on that last point. Since I don't generally play D&D, Earthdawn is the only game I play that uses d20s (or d12s, for that matter). While I own 5 d12s, I'd much rather roll four dice than five. The mathematics of the system really want you to be rolling as few dice as are manageable.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Dammi** on **July 14, 2009, 20:55**

Hiya!

Greg Gorden, who designed the original system, is a mathematician (a good one too, as I heard). "Lots of funky dice" was a design requirement laid upon him by FASA, but he was tinkering with fewer die types as well.

Best,

Dammi

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **freid** on **July 14, 2009, 21:00**

I guess my problem is that I write too many things in my posts :p So I'll ask again:

Quote from: freid on July 14, 2009, 17:23

> One last thing, on lower steps, the mathematics are smoother with multiple D12s, but with higher steps wouldn't be interesting to have at least one D20+D4? Meaning that if you have an action dice like 4D12+2D6 (random numbers), is the graph really different using D20+2D12+2D6+D4? What I mean is, at some point (let's say when you have at least 4D12), can you swap 2D12 for D20+D4 without compromising the graph curve? I'm no mathematician, I wouldn't know this!

I was suggesting this swap because in the current version, we can swap D20+D4 for 2D12. Was just wandering if the curve was still possible/good if we traded 2D12 on a complexe combo of over 4D12. Anyone?

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Thosam** on **July 14, 2009, 21:16**

Quote from: Dammi on July 14, 2009, 20:55

> Hiya!
>
> Greg Gorden, who designed the original system, is a mathematician (a good one too, as I heard). "Lots of funky dice" was a design requirement laid upon him by FASA, but he was tinkering with fewer die types as well.
>
> Best,
>
> Dammi

The mathematical elegance of the advance cost system shows that. It so very simply follows the Fibonacci sequence (x100 LP) but with different starting points for the four character level spans. Big discussion in my group always, does the F-seq. start with 0,1,1,2,... or 1,1,2,..., in regard to whether the novice advancement costs start with n_2 or n_3 of the F-seq.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Dammi** on **July 14, 2009, 21:21**

Hiya!

Yeah. The system is highly scaleable because of that as well. It is a very fine piece of game design we all hold in high respect here. Ask Raven, who was forced to do the math on the alternate step sequence in all glory detail to proof we were not peeing on Gorden's stuff by accident.

Best,

Dammi

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **arma** on **July 14, 2009, 21:22**

Quote from: freid on July 14, 2009, 21:00

> Was just wandering if the curve was still possible/good if we traded 2D12 on a complexe combo of over 4D12. Anyone?

It would be different in that results would spread out more.
If you replace the 5D12 of Step 35 with 3D12+D20+D4, your result will less likely be 35 or close to it.
It's okay to do, you'll just have more spread in the single roll.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **freid** on **July 14, 2009, 22:07**

Thx arma! This could be considered an optional rule :p

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **werefrog** on **July 14, 2009, 22:47**

The Werefrog like the option of replacing any 2D12 with D20+D4. The Werefrog like higher variance in rolls. This is a personal preference.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **inari** on **July 15, 2009, 13:09**

Hi folks,

perhaps you can help me out. I'm wondering the whole time, whether I do not understand the progression mechanics of the new step system or the table shown in the preview is wrong.
I would think, that the fifth d12 in step 35 would be splitted for step 36, resulting in 4d12+2d6. Instead, the steps 36 an higher seem to be based on 5d12, simply adding the 2d6 (and upgrading them for the higher steps).
If the table in the preview is wrong, I hope that in the printed version of the books, there will be at least one correct listing of the steps and corresponding dice. If not, I would be glad to be corrected on this issue.

Greetings

Inari

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **etherial** on **July 15, 2009, 13:20**

Quote from: inari on July 15, 2009, 13:09

> Hi folks,
>
> perhaps you can help me out. I'm wondering the whole time, whether I do not understand the progression mechanics of the new step system or the table shown in the preview is wrong.
> I would think, that the fifth d12 in step 35 would be splitted for step 36, resulting in 4d12+2d6. Instead, the steps 36 an higher seem to be based on 5d12, simply adding the 2d6 (and upgrading them for the higher steps).
> If the table in the preview is wrong, I hope that in the printed version of the books, there will be at least one correct listing of the steps and corresponding dice. If not, I would be glad to be corrected on this issue.

Good catch. That extra d12 does not belong there.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Dammi** on **July 15, 2009, 13:32**

Hiya!

That's indeed a typo. Steps 36-40 are supposed to start with 4d12, not 5d12.

Best,

Dammi

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Sethariel** on **July 15, 2009, 13:33**

Right, it should look more like:

35 5D12
36 4D12+2D6
37 4D12+D8+D6
38 4D12+2D8
39 4D12+D10+D8
40 4D12+2D10

Is this only in the Preview, or that typo went also to the main books?

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **boxcornersdiety** on **July 15, 2009, 14:07**

> Quote from: arma on July 14, 2009, 21:22
>
> > Quote from: freid on July 14, 2009, 21:00
> >
> > > Was just wandering if the curve was still possible/good if we traded 2D12 on a complexe combo of over 4D12. Anyone?
> >
> > It would be different in that results would spread out more.
> > If you replace the 5D12 of Step 35 with 3D12+D20+D4, your result will less likely be 35 or close to it.
> > It's okay to do, you'll just have more spread in the single roll.

How does the skew (third moment) of the distribution change between D20+D4 versus 2D12? The skew here is the asymmetry (one-sidedness) introduced by the exploding dice mechanic. I personally prefer a higher variance and would also prefer higher skew, if the difference is appreciable. I'm hoping that someone solved it already. Arma? Dammi?

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **freid** on **July 15, 2009, 14:17**

I introduced the idea of having a swap of 2D12 for D20+D4 when you have multiple D12 because I thought that at some point, with enough D12 used, having just a small swap might be beneficial.

In the graphs of the step explanations, swaping 2D12 for D20+D4 made a the probability curve go in a straight line. To resolve this mathematically, D20+D4 was removed completly. But let's say you have 10D12. Is having D20+8D12+D4 skrewing that nice curve? I would have to think that swaping 10D12 for 5D20+5D4 would transform the curve into a staight line (exactly the same as for the lower step).

In other words, is there a threshold where D12 MUST be used to keep the curve (the mathematical sound probabilities), so that going behond that threshold makes it possible to add some variance that will not transform the curve into a straight line?

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **PenAgain** on **July 15, 2009, 15:10**

I hope I speak for more than just myself when, after reading the last few posts, I am left with nothing more to say than...

OW.

I return you now to your regularly scheduled probability discussions. I'm sure the last few posters are eagerly awaiting answers that are both rigorously mathematical and grammatically elegant.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Jamz** on **July 15, 2009, 15:56**

Quote from: PenAgain on July 15, 2009, 15:10

> I hope I speak for more than just myself when, after reading the last few posts, I am left with nothing more to say than...
>
> **OW.**
>
> *I return you now to your regularly scheduled probability discussions. I'm sure the last few posters are eagerly awaiting answers that are both rigorously mathematical and grammatically elegant.*

LMAO. My thoughts exactly! I appreciate all the math heads keeping things true, but my 20+ years of gaming have taught me 1 thing. My dice come from another dimension where the laws of mathmatics and physics do not exist and are replaced by some other unknown factor.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Mataxes** on **July 15, 2009, 16:41**

Quote from: boxcornersdiety on July 15, 2009, 14:07

> How does the skew (third moment) of the distribution change between D20+D4 versus 2D12? The skew here is the asymmetry (one-sidedness) introduced by the exploding dice mechanic. I personally prefer a higher variance and would also prefer higher skew, if the difference is appreciable. I'm hoping that someone solved it already. Arma? Dammi?

The closest work I'm familiar with on the subject is included in my article linked earlier in this thread, where I compare the success curves of the d20+d4 and the 2d12. (If you can't find the link, it's under "Articles" and entitled "The Bare Bones".)

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **etherial** on **July 15, 2009, 16:47**

Quote from: Jamz on July 15, 2009, 15:56

> I appreciate all the math heads keeping things true, but my 20+ years of gaming have taught me 1 thing. My dice come from another dimension where the laws of mathmatics and physics do not exist and are replaced by some other unknown factor.

Settelrs of Catan is the most notorious game for evil dice in my neck of the woods. "Catanian" dice are vindictive and will ensure that the common numbers aren't common,

and some numbers will have a string of luck right up until you start counting on them. Last month, I played in a Settlers of Catan tournament. The organizers had bought brand-new guaranteed random casino dice. They were just as Catanian as any out of the box.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Thosam** on **July 15, 2009, 17:05**

Quote from: Jamz on July 15, 2009, 15:56

> LMAO. My thoughts exactly! I appreciate all the math heads keeping things true, but my 20+ years of gaming have taught me 1 thing. My dice come from another dimension where the laws of mathmatics and physics do not exist and are replaced by some other unknown factor.

So true! I'm almost tempted to keep a dice roll log to document it.

My favorite gaming store has my pre-orders for Player's and GM's Guides and I hope to see them soonest. I'll need to pre-order the Companions from them too. Mongoose says September for them.

A completely different question: will we see a new downloadable Character Sheet for the new edition? Or will we have to mutilate uor books upon the closest photocopier?

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Dammi** on **July 15, 2009, 17:16**

Hiya!

We'll provide a PDF on the new site. It won't be editable initially, however.

Best,

Dammi

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Thosam** on **July 15, 2009, 17:42**

Quote from: Dammi on July 15, 2009, 17:16

> Hiya!
>
> We'll provide a PDF on the new site. It won't be editable initially, however.
>
> Best,
>
> Dammi

1. Thank You.
2. New site?

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **werefrog** on **July 15, 2009, 18:05**

Great, thanks to that typo, The Werefrog had to go over all the steps again and correct them on that character sheet. Hopefully, further typos on the step list won't be discovered.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Sethariel** on **July 15, 2009, 18:15**

Quote from: Thosam on July 15, 2009, 17:42

> 2. New site?

From Dammi's Blog on June 4th

Quote

> Also, RedBrick will soon move to a new server, rolling all our websites into one--I'm currently deep into programming and designing the new portal.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Thosam** on **July 15, 2009, 19:23**

Ah, Thank you.

Even more blogs to read. :coffee:

And now for something completely different:
Now that ED3 is out, the Companions are at the printers too, can we get some more info on this project? (http://www.equinox-rpg.com/)

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Raven Bloodeyes** on **July 15, 2009, 19:27**

Well, it's going to get more focus now! I for one am planning on focusing on it for awhile, so it should get moving again at a reasonable clip!!! Thanks for asking!!! We're excited about it too!!!

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **PenAgain** on **July 15, 2009, 19:51**

I think that if the Equinox developers had their way, it would be in our hands RIGHT NOW.

Strangely, if we (the audience) had our way, it would be in our hands RIGHT NOW.

I just think it's cool that for once, everyone is on the same page :)

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Dammi** on **July 15, 2009, 19:59**

Quote from: PenAgain on July 15, 2009, 19:51

> I just think it's cool that for once, everyone is on the same page :)

Yeah. Except the universe is conspiring against us. ^ ^

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **PenAgain** on **July 15, 2009, 20:07**

The universe has a grudge against everyone. Everyone wants Equinox... so the universe does not. That's some kind of associative law of logic, or something, right there.

I have confidence that the fine members of Team-EX will one day defeat the universe and bring a product to our over-eager hands.

Oh look-- the topic of this thread!

I'm curious how many people will be going back to modifying step numbers with penalties, and how many will stay with modifying results? I like the EDC result-mod model myself...

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **freid** on **July 15, 2009, 20:21**

I think i'll let the players choose what ever they prefer. If the rule of 3x the step is still good, players might want to have more steps to have a better results, and sometimes, they may want just to have a success on a regular action.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Thosam** on **July 15, 2009, 20:54**

Step numbers here, and always done so. In my experience players like rolling more and bigger dice, with a chance of more and bigger bonus dice, rather than getting a bonus to the result.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **slayride** on **July 15, 2009, 21:30**

If you don't have enough D12s, every 2D12 could be replaced by a combination of dice you like such as 2D8 + D6 (2 x 5 + 4 = 14) or D10 + 2D6 (6 + 2 x 4 = 14). It has a possibility of one more bonus dice, but it beats slowing down the game rolling your one d12 five times.

It'll never be a problem in my games, as JP's motto has always been "There is never enough dice", even on the dice bag that an no longer contain his dice sets. He has a small shoebox filled with dice. I haven't measured it, but I would say it is at least 6 height x 8 width x 10 length inches^3. From small to normal to oversized dice they range. Almost everyone who played Earthdawn in my group ended up with a ton of dice sets. I have a set for almost all the simple colors (red, orange, yellow, green, blue, purple, white, black, all opaque, because I am cheap... ;D). I also have all of Eugene's old dice too.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Anunnaki** on **July 15, 2009, 21:35**

There is an old gamer saying: "He who dies with the most dice wins." ;)

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **tyweise** on **July 15, 2009, 21:43**

I always liked adjusting steps and action dice, but I would apply modifiers to results if I or a player forgot one or more modifiers (or if I was keeping them a secret.)

Because it always sucked when a player rolls exploding dice at step 10, then you/they realize it should have been at step 12 and they roll a total dud.

Now, I'd leave the option to the players which they wanted to go for temporary modifiers, provided they can figure out their new dice correctly and quickly. I wouldn't let gameplay slow to a crawl over looking up new step numbers.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **slayride** on **July 15, 2009, 21:44**

Then I guess that makes JP the winner of this race. My dice fit snugly in a 7 x 5 x 1.5 inch ^{3} of tupperware. I would need to buy probably twenty-thirty dice sets to get into the ballpark even. And a bigger box.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **werefrog** on **July 15, 2009, 21:58**

Wait, why don't we separate out the dice steps to determine the total number of sides of dice we want, then the dice you roll have to add up to that number of sides.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **etherial** on **July 15, 2009, 23:19**

Quote from: werefrog on July 15, 2009, 21:58

> Wait, why don't we separate out the dice steps to determine the total number of sides of dice we want, then the dice you roll have to add up to that number of sides.

To roll Step X, you need N dice with a total number of sides S, where 2X=2N+S. This is ignoring the fact that at larger steps, the approximations don't always round the way you'd expect them to.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **werefrog** on **July 15, 2009, 23:36**

No, you don't need a minimum number of dice. you just count dice sides. D10 + D6 = 2D8 because both have 16 sides.

2D12 = D20 + D4 because both sets have 24 sides.

The way you figure your step: take the step number, double it. That's the number of sides you need on your dice to roll.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **BobVilla** on **July 16, 2009, 00:54**

Quote from: werefrog on July 15, 2009, 23:36

> No, you don't need a minimum number of dice. you just count dice sides. D10 + D6 = 2D8 because both have 16 sides.
>
> 2D12 = D20 + D4 because both sets have 24 sides.
>
> The way you figure your step: take the step number, double it. That's the number of sides you need on your dice to roll.

The Bob think the Werefrog is a genius.
For some reason I've never thought to look at it that way, but it is beautiful in it's simplicity. =)

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **etherial** on **July 16, 2009, 00:58**

Quote from: werefrog on July 15, 2009, 23:36

> No, you don't need a minimum number of dice. you just count dice sides. D10 + D6 = 2D8 because both have 16 sides.
>
> 2D12 = D20 + D4 because both sets have 24 sides.

So d12=2d6 because both sets have 12 sides?

Quote

> The way you figure your step: take the step number, double it. That's the number of sides you need on your dice to roll.

Step 14 doubled is 28. This is not equal to 24.

You also have to add double the number of dice.
14*2=2*2+20+4=2*2+12+12

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **werefrog** on **July 16, 2009, 01:01**

Actually, The Werefrog didn't think it through.

Step 14 has 24 sides.

Step 10 has 16 sides.

Thus, the formula The Werefrog initially gave is wrong.

The corrected formula is: Step Number X 2 - 4 = Number of Sides.

Or, if S = Step Number, and D = number of Dice Sides:

2S - 4 = D

This only takes effect once multiple dice are rolled. The basic step numbers that already exist going up to step 7 remain the same.

Blast, this post got ninja'd. The Werefrog was just giving an initial, non-examined, thought to what we had going on. Also, yes, D12 would equal 2D6. However, another rule is: all dice get rolled simultaneously. If the player doesn't own enough D6, that player would have to roll a D12.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **etherial** on **July 16, 2009, 01:13**

Quote from: werefrog on July 16, 2009, 01:01

> The corrected formula is: Step Number X 2 - 4 = Number of Sides.
>
> Or, if S = Step Number, and D = number of Dice Sides:
>
> 2S - 4 = D
>
> This only takes effect once multiple dice are rolled.

And only takes effect until three dice are rolled.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **BobVilla** on **July 16, 2009, 01:29**

I retract my statement about the Werefrog's genius.
Clearly he is actually more akin to a mad scientist who eschews the laws of reason... =)

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Raven Bloodeyes** on **July 16, 2009, 01:48**

The easier way is just addition....

d4 counts for 3, d6 for 4, d8 for 5, d10 for 6, d12 for 7. and d20 for 11.

You'll notice for Steps 3 through 7 this is exactly d4 through d12 respectively. The steps

always add up...

Since d20 is worth 11, you can trade it in for any set of d12+d6 OR d10+d8

Or just take a step say 43 and add up to it.... so 3*11 = 3d20 and 2*5 = 2d8 FOR 3d20+2d8... it's crude, but the 50% mark will be right, the closer all the dice all are to the same type means the closer you will be to a Gaussian distribution.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **werefrog** on **July 16, 2009, 07:11**

> Quote from: BobVilla on July 16, 2009, 01:29
>
> I retract my statement about the Werefrog's genius.
> Clearly he is actually more akin to a mad scientist who eschews the laws of reason... =)

How's that different from a genius?

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Ukhata** on **July 16, 2009, 08:49**

> Quote from: werefrog on July 16, 2009, 07:11
>
> > Quote from: BobVilla on July 16, 2009, 01:29
> >
> > I retract my statement about the Werefrog's genius.
> > Clearly he is actually more akin to a mad scientist who eschews the laws of reason... =)
>
> How's that different from a genius?

a genius does not bring patchworks of human bodyparts back to life.
a mad scientists does. :P

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Kcinlive** on **July 16, 2009, 13:26**

> Quote from: Ukhata on July 16, 2009, 08:49
>
> > Quote from: werefrog on July 16, 2009, 07:11
> >
> > > Quote from: BobVilla on July 16, 2009, 01:29
> > >
> > > I retract my statement about the Werefrog's genius.
> > > Clearly he is actually more akin to a mad scientist who eschews the laws of reason... =)
> >
> > How's that different from a genius?
>
> a genius does not bring patchworks of human bodyparts back to life.
> a mad scientists does. :P

I thought that was a Nethermancer? *checks his notes*

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **werefrog** on **July 16, 2009, 16:03**

> Quote from: Kcinlive on July 16, 2009, 13:26
>
> > Quote from: Ukhata on July 16, 2009, 08:49
> >
> > > Quote from: werefrog on July 16, 2009, 07:11
> > >
> > > > Quote from: BobVilla on July 16, 2009, 01:29
> > > >
> > > > I retract my statement about the Werefrog's genius.
> > > > Clearly he is actually more akin to a mad scientist who eschews the laws of reason... =)
> > >
> > > How's that different from a genius?
> >
> > a genius does not bring patchworks of human bodyparts back to life.
> > a mad scientists does. :P
>
> I thought that was a Nethermancer? *checks his notes*

The Werefrog do play a Nethermancer.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Ryval** on **July 20, 2009, 18:14**

My brother (The mathematician) figured out the pattern of the 3rd-Edition dice, and made a chart comparing the chances to accomplish--where the dice are different--up to step 21.

It turned out, as I expected, that the odds end up worse for high target numbers, because the higher the target number, the more dependent the odds are on the highest die, because it's usually the greatest contributor to the outcome.

Take a target number n. If your highest die is a d12, eventually the odds of reaching target number n+12 are 1/12 of the odds of reaching n (because you have to max out the d12 one extra time), which is basically a 20.7% decrease rate. But if your highest die is a d20, the odds of reaching n+20 are 1/20 of the odds of reach n, which is only a 15.0% decrease rate.

So 3rd edition dice steps will lead to less success (by a percentage point or 2) in accomplishing a task with a higher target number. Just in case you wanted to know. (i.e. Armor-defeating hits, legendary feats, high spell defense numbers etc,)

In my group the d12 is not the most coveted die so we'll be sticking with the original step system progression. Also we had someone pull off an unskilled attempt on a D4 that resulted in a total roll of 33. It is still legendary 'round these parts.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **ED_Chronicler** on **July 20, 2009, 20:56**

But that is one problem with mathematics, sometimes, people just beat the odds.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **etherial** on **July 20, 2009, 21:54**

Quote from: ED_Chronicler on July 20, 2009, 20:56

> But that is one problem with mathematics, sometimes, people just beat the odds.

That's not a problem, that's a feature.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **arma** on **July 20, 2009, 22:10**

Quote from: Ryval on July 20, 2009, 18:14

> Take a target number n. If your highest die is a d12, eventually the odds of reaching target number n+12 are 1/12 of the odds of reaching n (because you have to max out the d12 one extra time), which is basically a 20.7% decrease rate. But if your highest die is a d20, the odds of reaching n+20 are 1/20 of the odds of reach n, which is only a 15.0% decrease rate.

I don't quite think you got the hang of it there.
You can't just look at the high die and base calculations on it, because it's about die combinations.
Nor evaluating the die system on a "beat the DN" basis, because the DN is not an absolute measure in the step system.

The changes to the system tend to euqalize results. You don't, on average, roll as high any more. But you don't roll as low either.
Either way, the Result Levels (the thing that causes DNs to not be absolute) are re-aligned for the new step formula.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **boxcornersdiety** on **July 20, 2009, 22:57**

> Quote from: Jamz on July 15, 2009, 15:56
> > Quote from: PenAgain on July 15, 2009, 15:10
> > I hope I speak for more than just myself when, after reading the last few posts, I am left with nothing more to say than...
> >
> > **ow.**
> >
> > *I return you now to your regularly scheduled probability discussions. I'm sure the last few posters are eagerly awaiting answers that are both rigorously mathematical and grammatically elegant.*
>
> LMAO. My thoughts exactly! I appreciate all the math heads keeping things true, but my 20+ years of gaming have taught me 1 thing. My dice come from another dimension where the laws of mathmatics and physics do not exist and are replaced by some other unknown factor.

I'm sure you believe that. I'm also sure you haven't done a controlled experiment to measure it.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **boxcornersdiety** on **July 21, 2009, 00:26**

> Quote from: boxcornersdiety on July 15, 2009, 14:07
> > Quote from: arma on July 14, 2009, 21:22
> > > Quote from: freid on July 14, 2009, 21:00
> > > Was just wandering if the curve was still possible/good if we traded 2D12 on a complexe combo of over 4D12. Anyone?
> >
> > It would be different in that results would spread out more.
> > If you replace the 5D12 of Step 35 with 3D12+D20+D4, your result will less likely be 35 or close to it.
> > It's okay to do, you'll just have more spread in the single roll.
>
> How does the skew (third moment) of the distribution change between D20+D4 versus 2D12? The skew here is the asymmetry (one-sidedness) introduced by the exploding dice mechanic. I personally prefer a higher variance and would also prefer higher skew, if the difference is appreciable. I'm hoping that someone solved it already. Arma? Dammi?

I went ahead and calculated the moments numerically (a million trials each) to compare D20+D4 with 2D12. Here are the results (assume an error of +/-1 in the last significant digit):

```
Moment...|D20+D4.....|2D12.......|2D20+2D4....|4D12
=================================================
Mean.....13.18.....13.08.....26.37.....26.17
Variance....36.3.....25.6.....72.5.....51.1
Skewness....0.19.....0.11.....0.07.....0.14
```

Here is what this means:

First on average you'll get 0.1 point higher with the D20+D4. This means that one out of 10 times you will miss the difficulty # by a single point with 2D12 whereas with D20+D4 you would roll the difficult # exactly. I would expect this to result in a different outcome around once per campaign (many thousands of rolls).

Second, the D20+D4 has a much higher variance than does the 2D12. As we have discussed above, the D20+D4 will result in "wilder" results than 2D12. In general, using a big die and a small die with the same mean as two medium dice will always result in a higher variance.

Third, the 2D12 actually has a higher skewness (third moment) than the D20+D4. This means that the 2D12 is more asymmetric than the D20+D4. Qualitatively, the D20+D4 will tend to produce as many very high and very low results. The 2D12 will produce more average results, very few low results, and occasionally still results in some very high

results.

Fourth, we look at how this effect changes for twice the number of dice. Here the mean of the larger dice set (e.g 4D12) is just twice the mean of the smaller dice set (e.g. 2D12) as expected. Also, we see that the variance of the larger dice set is twice the variance of the smaller dice set (the variances are additive). However, the skewness has an interesting property. For D20+D4 the skewness *decreases* when you double the number of dice to 2D20+2D4, whereas for 2D12 the skewness *increases* when you double the number of dice to 4D12.

So, in conclusion. D20+D4 has an infintesimally higher mean and much higher variance than 2D12. As you increase the number of dice these differences accumulate. 2D12, however, has a much more asymmetric distribution than D20+D4. Furthermore, as you increase the number of dice, the tail on the N*(2D12) distribution grows relatively more asymmetric, while the tail on the N*(D20+D4) distribution becomes relatively more symmetric.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Raven Bloodeyes** on **July 21, 2009, 04:23**

Yes you are right that at high TN's the new system will be SLIGHTLY less likely to get certain results.... however this is compensated by the fact that at TN's less than the Step Number you are MORE likely to get a higher number (closer to the TN), than even lower. The shape of the new system is uniformly "normal" whereas the old Step system was more linear.

Now, that said I've done 1,000,000 to 10,000,000 rolls of EVERY step from 1 to 40 with the new system (yeah go Excel Macros running overnight...and then some). The Result Level Table with points at the Good, Excellent, and Extraordinary success levels (which fall at ~15%, ~7%, and ~3% respectively) ONLY shift by at 0 to -3 even at 3% occurence (ONLY 0 or -1 for the Good and Excellent Results), SO you are right there is a difference, but even with high Steps going for large TNs (such as Extraordinary Results) it only lessens it by AT MOST -4 (and often by -1 or -2, if not zero). The -4 discrepancy ONLY shows up for Steps 38-40 getting Extraordinary Results, which for Step 40 meant getting a 70 with the old system and a 66 for the new one. So the difference is actually quite small, and compensated for by a slightly reduced chance of Pathetic or lower results.... so a fair trade, esp. for the other advantages of the new system. Is either perfect... no, but they are actually quite close in terms of outcomes.

Also note the new Result Level Table is geared for the new Step system, so with the new system getting the higher results levels only differs ever so slightly.... getting at Good result with Step 14 is one of the largest such discrepancies... 13.9% (new) vs. 16.5% (old)

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Ryval** on **July 21, 2009, 16:08**

Quote from: arma on July 20, 2009, 22:10

> Quote from: Ryval on July 20, 2009, 18:14
>
> > Take a target number n. If your highest die is a d12, eventually the odds of reaching target number n+12 are 1/12 of the odds of reaching n (because you have to max out the d12 one extra time), which is basically a 20.7% decrease rate. But if your highest die is a d20, the odds of reaching n+20 are 1/20 of the odds of reach n, which is only a 15.0% decrease rate.
>
> I don't quite think you got the hang of it there.
> You can't just look at the high die and base calculations on it, because it's about die combinations.
> Nor evaluating the die system on a "beat the DN" basis, because the DN is not an absolute measure in the step system.

The expression of the highest die's decrease rate was just a "gist" that merely influenced the predictions, but the conclusions were based on actual detailed calculations. 2d6 actually has worse odds than a d10 for target numbers above 34, and d8+d6 is worse

than a d12 for target numbers above 30. Someone arguing for the new system said that it compensates by being more likely to roll better for low target numbers, but my counter-argument is that those are fairly easy to reach anyway.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Raven Bloodeyes** on **July 21, 2009, 16:59**

There's always trade-offs.... those d10 vs. 2d6 arguments apply to both Step systems... I was trying to highlight that the trade-offs are relatively minor between the old and new Step systems... but my relatively is likely different from others... the old system is still available as an official optional rule

Plus... we MAY release another variant as well, which may make some squirm, but was fun to think about... ;)....

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **werefrog** on **July 21, 2009, 17:43**

By another variant, you better not be talking about rolling only D20s and then adding or subtracting a number from it.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Ryval** on **July 21, 2009, 18:07**

Quote from: Raven Bloodeyes on July 21, 2009, 16:59

> Plus... we MAY release another variant as well, which may make some squirm, but was fun to think about... ;)....

We've already got one.... It keeps the D4 and the D20 and makes better use of D8's evidently... I can post it if anyone is interested. We have up to step 75. We're still using the FASA Original though, we like it... ;D

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Raven Bloodeyes** on **July 21, 2009, 19:09**

Interesting... I, at least, would be interested in seeing that one Ryval.

The other one I mentioned is much more drastic in its changes, but was a a fun exercise in thinking about what else could be done with the Step system (it also was motivated more by concerns for an alternate system for Equinox that ended up not being used, so one of its nicer features doesn't really matter for ED, but it still might be of interest to some as an option). I'm still not sure how much I should talk it so my apologies for the beating around the bush...

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Ryval** on **July 21, 2009, 21:59**

Quote from: Raven Bloodeyes on July 21, 2009, 19:09

> (it also was motivated more by concerns for an alternate system for Equinox that ended up not being used, so one of its nicer features doesn't really matter for ED, but it still might be of interest to some as an option).

Yeah I'd love to see the step system applied for Sci-Fi so I'm waiting for Equinox like there's no tomorrow. In the teaser it mentioned my fave movies so I'm all over it!!!! :drool:

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Ryval** on **July 21, 2009, 22:16**

Within the first 25 steps the only differences from the FASA Step system are steps 8, 12, 19, 23, 25.

Step 8	D8+D4	Instead of 2D6
Step 12	D12+D8	Instead of 2D10
Step 19	D20+D8+D4	Instead of D20+2D6
Step 23	D20+D12+D8	Instead of D20+2D10
Step 25	D20+D12+D6+D4	Instead of D20+D10+D8+D4

This would make it so that you wouldn't need 2 of any die until you reached step 26, and you wouldn't need 3 of any die until step 59. Players would get to use d4s twice as often, and step 36 happens to be one of everything

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Raven Bloodeyes** on **July 22, 2009, 02:33**

Hm.... that's neat! Thanks for sharing. I like the needing only one of each up to Step 26 thing, nice for providing dice sets to players and all.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **jhaelen** on **August 01, 2009, 00:27**

First, I'd like to say, that I'm glad the d20 has been removed from the dice progression. This has been a house rule we've been using for years.

However, I noticed one other thing we've been doing differently (my apologies if it has already been mentioned in this thread - I didn't read the whole thing):

Why is the die penalty for the first three steps only applied once?

Shouldn't it be applied to every die roll?

Because, if it was, the average result would be a lot closer to the step associated with the roll.

P.S.:
This issue is related to something I learned a while ago:
If using exploding dice, you can get rid of the 'jumps' in the probability curve by not adding the maximum die value but the maximum die value minus one!

Apart from appealing to my sense of mathematical aesthetics, this is neat because in this way you can also get the maximum die value as a result of the roll.

It's doubly neat because it further causes the average result to always be **exactly** the step associated with the die!

Consider:
Code:

```
d6 results (standard method):
1/6: 1
1/6: 2
1/6: 3
1/6: 4
1/6: 5
Average: 15/6 = 2.5

1/36: 6+1
1/36: 6+2
1/36: 6+3
1/36: 6+4
1/36: 6+5
Average: (30+15)/36 = 1.25
Sum: 3.75

1/216: 6+6+1
1/216: 6+6+2
```

```
1/216: 6+6+3
1/216: 6+6+4
1/216: 6+6+5
Average: (30+30+15)/216 = 0.34722..
Sum: 4.09722..

1/1296: 6+6+6+1
1/1296: 6+6+6+2
1/1296: 6+6+6+3
1/1296: 6+6+6+4
1/1296: 6+6+6+5
Average: (30+30+30+15)/1296 = 0.0810185185..
Sum: 4.1782407407..

1/7776: 6+6+6+6+1
1/7776: 6+6+6+6+2
1/7776: 6+6+6+6+3
1/7776: 6+6+6+6+4
1/7776: 6+6+6+6+5
Average: (30+30+30+30+15)/7776 = 0.0173611..
Sum: 4.19560185185..

etc.

---------------------------------------------------------------------

d6 results ('improved' method):
1/6: 1
1/6: 2
1/6: 3
1/6: 4
1/6: 5
Average: 15/6 = 2.5

1/36: 5+1
1/36: 5+2
1/36: 5+3
1/36: 5+4
1/36: 5+5
Average: (25+15)/36 = 1.11..
Sum: 3.611..

1/216: 5+5+1
1/216: 5+5+2
1/216: 5+5+3
1/216: 5+5+4
1/216: 5+5+5
Average: (25+25+15)/216 = 0.300925925..
Sum: 3.912037037..

1/1296: 5+5+5+1
1/1296: 5+5+5+2
1/1296: 5+5+5+3
1/1296: 5+5+5+4
1/1296: 5+5+5+5
Average: (25+25+25+15)/1296 = 0.06944..
Sum: 3.9814814..

1/7776: 5+5+5+5+1
1/7776: 5+5+5+5+2
1/7776: 5+5+5+5+3
1/7776: 5+5+5+5+4
1/7776: 5+5+5+5+5
Average: (25+25+25+25+15)/7776 = 0.014789094650205761316872427983539
Sum: 3.996270576131687242798353909465

etc.
```

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **arma** on **August 01, 2009, 11:30**

Quote from: jhaelen on August 01, 2009, 00:27

> **Why is the die penalty for the first three steps only applied once?**

Simplicity. These steps aren't really assumed to be used regularly, they're more there for completenss' sake.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **griton** on **August 05, 2009, 22:29**

Also realize that a one step penalty before the roll is approximately equal to a –1 penalty after the roll. So it doesn't make THAT significant of a difference, especially since they're unlikely to be used very much.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **jhaelen** on **August 06, 2009, 21:19**

Quote from: griton on August 05, 2009, 22:29

> Also realize that a one step penalty before the roll is approximately equal to a –1 penalty after the roll. So it doesn't make THAT significant of a difference, especially since they're unlikely to be used very much.

Well, the difference is about 1/3.
But there is something else that has an influence on the average result:
It's that the result is guaranteed to be at least 1.

Both effects combined lead to an average result that is more than 0.5 larger than it should be. It gets worse when looking at steps 2 and 1.

However, thinking back, I can remember making a roll at step level 3 or below about twice in 5 years of playing ED. So, yeah, maybe it isn't worth thinking too hard about it :)

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Crusufix** on **August 07, 2009, 06:05**

Quote from: jhaelen on August 06, 2009, 21:19

> However, thinking back, I can remember making a roll at step level 3 or below about twice in 5 years of playing ED. So, yeah, maybe it isn't worth thinking too hard about it :)

lol, Out of 4 players in my current campaign 2 regularly roll step 2 or 3... course it's initiative.

But still! Out of the last couple campaigns I almost always have at least one character rolling step 1 - 3 for initiative for a decent portion of the campaign (thread armours usually aren't too easily available).

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **jhaelen** on **August 07, 2009, 21:37**

Quote from: Crusufix on August 07, 2009, 06:05

> lol, Out of 4 players in my current campaign 2 regularly roll step 2 or 3... course it's initiative.

I just noticed, I have to correct myself:
I meant to say step 2 or below. In the old edition step 3 was a d4 without a penalty, so the (maybe-not-so-problematic-after-all) problem only existed for steps 1 and 2.
Cheers! ;D

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **freid** on **August 08, 2009, 14:01**

I think the step 1 to 3 has been removed because you can make sense of the progression of all other steps beside those first 3.

Going by memory:
Step 7 = d12
Step 28 = 4d12
Step 336 = 48d12

and of course everything between:
Step 10 = 2d8
Step 30 = 3d12+d8+d6
Step 340 = 47d12+d10+d8

but Step 2 just wont work.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Ryval** on **August 09, 2009, 18:35**

> Quote from: Crusufix link=topic=4595.msg91048#msg91048 [/quote
> ...Out of the last couple campaigns I almost always have at least one character rolling step 1 - 3 for initiative for a decent portion of the campaign (thread armours usually aren't too easily available).

The look of a player picking up that d4 knowing they have a -1 or a -2 to the result of the roll is priceless. And hesring them mumble "I gotta raise my initiative" just never gets old... >:D

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Ratpick** on **August 23, 2009, 09:02**

Okay, having compared the new step system and the old one I must say my inner mathematician prefers the new one. The d20 has a way of dominating the probability curve which I don't like.

With that said, I'm sad about the lack of the d4 and am already thinking of a way of reintroducing it into the step system. :)

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Ryval** on **September 12, 2009, 18:44**

Here you go... a d4-heavy step system...

Step			
1	1d4 - 2	26	7D4+D8
2	1d4 - 1	27	9D4
3	D4	28	8D4+D6
4	D6	29	8D4+D8
5	D8	30	10D4
6	2D4	31	9D4+D6
7	D4+D6	32	9D4+D8
8	D4+D8	33	11D4
9	3D4	34	10D4+D6
10	2D4+D6	35	10D4+D8
11	2D4+D8	36	12D4
12	4D4	37	11D4+D6
13	3D4+D6	38	11D4+D8
14	3D4+D8	39	13D4
15	5D4	40	12D4+D6
16	4D4+D6	41	12D4+D8
17	4D4+D8	42	14D4
18	6D4	43	13D4+D6
19	5D4+D6	44	13D4+D8
20	5D4+D8	45	15D4
21	7D4	46	14D4+D6
22	6D4+D6	47	14D4+D8
23	6D4+D8	48	16D4
24	8D4	49	15D4+D6
25	7D4+D6	50	15D4+D8
		51	17D4

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **Citizen Joe** on **September 12, 2009, 22:15**

You just have to remember steps 3-13. Then alternate every eleven steps between a d20 or d8+d10. So, step 14 is step 3 + d20, step 25 is step 3+d20+(d8+d10), step 36 is step 3 + 2d20 + (d8+d10). I think it has to do with 'standard' sets of dice (d4, 3d6, d8, 2d10, d12, d20). This lets you throw up to step 26 without having to pick up a rolled die (i.e. prevent cheating). That works well enough until adepts pick up thread weaving.

Title: **Re: [DISCUSS] Earthdawn Preview #5**
Post by: **etherial** on **September 13, 2009, 17:38**

Your step 51 will be rolling an awful lot of 57s. :)

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=8304.0. It is a snapshot of the page as it appeared on Nov 16, 2011 14:07:20 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: Endrek03 on October 06, 2011, 08:03

Title: **DM'ing Earthdawn**
Post by: **Endrek03** on **October 06, 2011, 08:03**

Hey all,
So I was here maybe a year . . . year and a half ago or so with a TON of questions about **Earthdawn** as I read Third Edition for the first time. Unfortunately, the game never quite took off and I never got to play.
However, we're trying to start up a smaller group (4 people total, 3 players) and get a game of ED3 going and once again I'm totally stoked.

Reading over my old posts as well as the book again, I understand a lot more of the concept of the game now and what it will take to be a DM. I suppose this topic is really only to verify a few of my thoughts to ensure I'm on the right path.
With that being said, from what I understand:

1) While **Earthdawn** stories can be epic, they are *not* meant to be "movie like", i.e. resolved in a short amount of time. I don't mean this in terms of a 3 month campaign with weekly play, no. I mean in game time a story should be crafted and expected to take months, perhaps even years.
This is because, unlike most RPGs, combat in **Earthdawn** can be quite deadly and often requires characters to heal back to full over the course of a few days at a time.
On top of that, players will most likely wish to spend their Legend Points as the game progresses. This process often takes weeks in game time to move something to the next higher Step.
Is this "correct"?

2) DM'ing **Earthdawn** can be quite a challenge as often times it is the players who are the ones crafting the story.
I get the feeling that it is really the players who decide where to go next and what to do next. **Earthdawn** comes off as far more "sandbox" than any other RPG I know or have read about.
A DM who crafts a story to never really give the players breath (And by breath, I mean downtime of weeks in game time.) will quickly find his players not only underpowered, but dead as well.
This strongly comes off as the players discussing (in game or otherwise) who's item they want to power up next, or perhaps which trainer they'll find next for which character.

3) On the note of DM'ing (Have you picked up I'll be the DM yet?), it seems **Earthdawn**, above and beyond most RPGs, requires a bit more skill on the DM's end as to descriptions, situations, creativity, and most certainly improvisation. **Earthdawn**, again more so than most RPGs, boasts every situation OTHER than combat. There's an entire Talent devoted to LIP READING.
This comes off to me as entertaining the players with descriptions, narrative, visual themes, and so on far more than any other game I've played.
Again, as with the others, is this "correct"?

What are all your thoughts on this? I'm sure I'll pop in a few more questions as this thread gets going.

Title: **Re: DM'ing Earthdawn**
Post by: arma on **October 06, 2011, 12:05**

Hi,

in short:

1) yes, ED is designed with long-term play in mind
Both out of game time (you only get to Earthdawn's juicier bits after 20 or so sessions if you keep the LP low) and in game time: there's no way to "get from level 1 to 20 in 2 years adventuring" (as in that other popular game). An ED campaign can cover decades in game time. For example in my last campaign, after 10 years in game, the characters reached Circles 6, or 7. During that time, they got major influence in their home city, led a couple of armies to war, spent months traveling to Thera and Vasgothia, built a trading house and whatnot.
It's not because of deadly combat. You can heal up pretty quickly if you have the means. It's partly because of training times (there's no "bing, level up, you just got better over the whole board"), but that's not that much time spent either.
There's just not the assumption you're getting from one adventure to the other, e.g. you won't kill the dragon, spend the night at the next inn, and wake up in the morning and start the next adventure. ED acknowledges things take time. You travel, research, maybe even spend some time doing nothing. And you build a legend and a base of power. But it's not your 15 minutes of fame and your "level 20" is not a level where there's a hundred other guys like you out there.

2) Yes and no.
You can direct things in ED, and you can give the players more influence in other games (and IMO, you should*). ED simply offers more incentives to let the players make decisions. That doesn't mean you can't discus things to go otherwise at the table (say, you have prepared the item quest for player A, and the group would decide to do the item quest for player B, they'll probably not insist to the point where you have to make up that B quest on the spot).
* If you don't let the players make their own calls for their characters, they're just these guys stumbling from one precarious situation into the next. They're not playing, as ED intends, people who make their own destinies. They're only these guys who have things happen to them, stumbling from one situation into the next, not really the masters of their own fate. Sure, running into the Horror's lair unexpected, being attacked by it, and defeating it is a heroic feet. But it's more self-defense than heroism. Knowing the Horror is there and dangerous, and then deciding to take it on, is much more heroic, and makes for better stories and fits better into the legend theme indicated by ED.

3) The primary challenge in regards to all the non-combat talents is that players can solve problems without combat, but still by their abilities (in other RPGs, you might resolve it with roleplaying - but you can always do that, and it's not dependent on your character really). For example, say you have set up this whole challenge for the characters to negotiate passage over a bridge, and then your magician/questor/something comes along simply creating a bridge for the characters out of thin air. There's a lot of utility abilities on ED characters, and there's a lot of fast ways to bypass some situations - you got a race that can fly from the get go in ED, there's half of you climbing and crossing chasms challenges gone.
You can try to have an overview over all abilities possessed by the characters and then design challenges where they don't have anything fitting - but what's the fun in them not being able to use what they learned?
The solution is to not think of an adventure as a series of pre-designed encounters to overcome, with riddles and puzzles and you having to go through the motions. Simply put up a situation, and let the players tell you how to solve it.
It's not you entertaining them with scenic descriptions, though, Rather, it's the other way around, the players are supposed to tell you of their characters' actions.
However: The players' choices in their abilities tell you what they want to do. If they all play Warriors and there's none of the utility stuff, that means they want to be challenged

in combat, and maybe want to resolve all their social stuff with roleplaying rather than social skills. If you got a Thief in there with them, then put in traps and sneaking and breaking locks for the Thief, because that's what the player wanted. Always look at the players' choices when deciding on the opposition and type of adventure, and decide on what hurdle they're gonn fae accordingly.

Title: **Re: DM'ing Earthdawn**
Post by: **BobVilla** on **October 10, 2011, 17:46**

Much of this comes down to personal GM and player styles. By design ED requires a bit more time for the characters to progress than most other games, but by no means MUST it take years. In my current game the party has reached C5 in about eight months, and that's with protracted downtime for research/training, etc. The lower circles actually go fairly quickly if the party is actually getting stuff done.

Like most RPGs, how linear your story is is entirely up to you. I don't think there's really anything about ED that lends itself more to one style or another.

Quote

> For example, say you have set up this whole challenge for the characters to negotiate passage over a bridge, and then your magician/questor/something comes along simply creating a bridge for the characters out of thin air.

My last session found the players needing to cross the Serpent River near Glenwood deep. I had planned on them meeting a T'Skrang fisherman and negotiating passage across. Instead, the Nethermancer whips out a spectral elephant and away they go. (Yeah, I forgot they walk on water lol) That sorta thing happens in any game with magic, though.

Title: **Re: DM'ing Earthdawn**
Post by: **stormcrow** on **October 10, 2011, 17:55**

Quote from: BobVilla on October 10, 2011, 17:46

> My last session found the players needing to cross the Serpent River near Glenwood deep. I had planned on them meeting a T'Skrang fisherman and negotiating passage across. Instead, the Nethermancer whips out a spectral elephant and away they go. (Yeah, I forgot they walk on water lol) That sorta thing happens in any game with magic, though.

Similar thing happened to me with that spell. I had intended for the players to spend a few weeks making a large clearing in part of the jungles of Landis and getting to know the locals. The nethermancer conjured up a bunch of spectral elephants drastically reducing the time they needed to spend. You get used to it though and it also means that you can create challenges that you don't see any way the players can complete. Most likely they will find a way and it will make for an interesting story.

Title: **Re: DM'ing Earthdawn**
Post by: **ManDrake** on **October 11, 2011, 17:38**

Quote from: Endrek03 on October 06, 2011, 08:03

> 1) While **Earthdawn** stories can be epic, they are *not* meant to be "movie like", i.e. resolved in a short amount of time. I don't mean this in terms of a 3 month campaign with weekly play, no. I mean in game time a story should be crafted and expected to take months, perhaps even years.
> This is because, unlike most RPGs, combat in **Earthdawn** can be quite deadly and often requires characters to heal back to full over the course of a few days at a time.
> On top of that, players will most likely wish to spend their Legend Points as the game progresses. This process often takes weeks in game time to move something to the next higher Step.
> Is this "correct"?

Earthdawn combat is quite deadly because a lot of people fail to grasp the major

difference between **Earthdawn** and other games. If you have physical defense of 7 to 10 whether you are wearing leather armor or Crystal Plate Armor, your chances of skipping your armor completely are exactly the same 15-19. There really isn't an easy way to raise your defenses except via thread magic which players don't have access to until 4th circle. Players that become obsessed with their alpha strike capacity and leave themselves wide open to attack. So it's a learning curve for people from other games to adapt too. Which most think the armoring up helps them be better off when in reality it doesn't help them very much at all. As the creatures get more dice to roll the easier it is for them to make the 15-19. So getting armor that requires an extraordinary success to defeat is infinitely more valuable raising the target number to 19-24.

Quote from: Endrek03 on October 06, 2011, 08:03

> 2) DM'ing **Earthdawn** can be quite a challenge as often times it is the players who are the ones crafting the story.
> I get the feeling that it is really the players who decide where to go next and what to do next. **Earthdawn** comes off as far more "sandbox" than any other RPG I know or have read about.
> A DM who crafts a story to never really give the players breath (And by breath, I mean downtime of weeks in game time.) will quickly find his players not only underpowered, but dead as well.
> This strongly comes off as the players discussing (in game or otherwise) who's item they want to power up next, or perhaps which trainer they'll find next for which character.

Remember that the long resting rules are just the standard rules. You control your game so you can alter those as needed. Talents are magic, so they can be improved with simple eight hours of meditation. But I experimented with allowing them to be magically expanded by extraordinary success in an adventure. Most things move at the speed of the GameMaster. The rules a polite suggestions and guidelines, not a noose that you have to tighten around your neck for the amusement of others. Trust your instincts about your game and your players. And follow gut.

Also don't get too consumed by the Unique Thread Item route. Players have the ability to make their own regular thread items and they can increase their power with heroic deeds. By not getting trapped in the prefab unique thread items, you can clean up a lot of issues with trying coordinate a party together. Most the default ones are equally as powerful and it's a lot more interesting for players to figure out how to build their own legendary items, than it is to follow the sometimes moronic quests of the regular ones.

Quote from: Endrek03 on October 06, 2011, 08:03

> 3) On the note of DM'ing (Have you picked up I'll be the DM yet?), it seems **Earthdawn**, above and beyond most RPGs, requires a bit more skill on the DM's end as to descriptions, situations, creativity, and most certainly improvisation. **Earthdawn**, again more so than most RPGs, boasts every situation OTHER than combat. There's an entire Talent devoted to LIP READING.
> This comes off to me as entertaining the players with descriptions, narrative, visual themes, and so on far more than any other game I've played.
> Again, as with the others, is this "correct"?
>
> What are all your thoughts on this? I'm sure I'll pop in a few more questions as this thread gets going.

Read over the default attribute skill list. That will help you, at least we still had it in second edition. Basically players can attempt to use skills they don't have, but it's based off the attribute and requires an extra level of success to actually work successfully. So don't let that part worry you. You'll find a lot of extremist purists here on this site, that basically say that you can't have a game where you fight a lot and some actually require no combat occur at all in their games. These are bizarre anomalous individuals, don't let them bother you or affect how you run your game.

Title: **Re: DM'ing Earthdawn**
Post by: **The_Gun_Nut** on **October 11, 2011, 23:37**

I have to say I agree with Endrek03 re: thread items. My group of players contains an Elementalist, a Nethermancer/Troubadour (yes, you read that right), and a Weaponsmith. Each one has the capability to craft numerous minor thread items, blood charms, and potions. They have hit 7th Circle and are eyeing 8th (they are powering toward the higher Circles, currently).

The Elementalist crafted an item that will assist the piloting and function of their stolen Theran stone airship (a vedette), which will likely start revealing new abilities soon, as it

was a massive enchantment. The Nethermancer crafts potions and blood charms for everyone. And the Weaponsmith crafts, well, weapons for everyone, and is working on his Heartblade, including in its construction numerous other enchantments and abilities.

Any of the spellcasting Disciplines can enchant (with the correct talent knacks), so it's easy for in the Journeymen tier and above to make everything the group wants or needs for whatever they have in mind.

Title: **Re: DM'ing Earthdawn**
Post by: **werefrog** on **October 12, 2011, 03:29**

As far as players dictating the story, that can be true of most games. However, there is also the "white zone" effect. Remember in Loony Toons when Daffy Duck runs off the edge of the screen, and the camera follows him to just the white background? That's what the whole world is like when the DM hasn't planned it out.

The players should not go to the white zone. If you wrote about stuff in Travar, the players should be willing to go to Travar.

However, it is best to discuss with your players where they want to go next so that the white zone isn't where they will be.

Title: **Re: DM'ing Earthdawn**
Post by: **Khelar** on **October 15, 2011, 21:34**

Quote from: stormcrow on October 10, 2011, 17:55

> You get used to it though and it also means that you can create challenges that you don't see any way the players can complete. Most likely they will find a way and it will make for an interesting story.

Second this. I almost never think of how any particular challenges might be overcome, and I almost never write challenges geared toward any particular player's abilities. They're up to their own ingenuity as to how to get past each obstacle.

Sometimes if I think things need shaking up, I deliberately think of a situation I see no good way out of. The players are creative and it usually leads somewhere interesting.

The catch is that you have to be flexible. There is no one right way to accomplish anything, and you have to allow for ideas that might go against whatever you had in mind. If there's a puzzle to be solved to open some secret chamber, there's probably a brute force way to do it, too. It's important to be realistic and allow the players to do things that make sense.

In my players' party, there is a Windling Elementalist. This character gets through nearly every fight unscathed, because he can fly and attack from range, and not every baddie they fight is prepared for that. I just roll with it, and allow him to have his fun. They will eventually run up against someone who is intelligent enough to bring ranged weapons and knows the tactical advantage of taking out the flying spellcaster first. Recently I had them fight a crystal entity that had covered the walls, floors, and ceiling of an entire room...they had to be inside the room to fight it, and there was no way he could fly away from it. He was hurt, badly. ;)

Title: **Re: DM'ing Earthdawn**
Post by: **Evil Genius Prime** on **October 15, 2011, 22:59**

Quote from: Endrek03 on October 06, 2011, 08:03

> Hey all,
> So I was here maybe a year . . . year and a half ago or so with a TON of questions about **Earthdawn** as I read Third Edition for the first time. Unfortunately, the game never quite took off and I never got to play.
> However, we're trying to start up a smaller group (4 people total, 3 players) and get a game of ED3 going and once again I'm totally stoked.

Hey Endrek! If you're going to be GMing **Earthdawn**, you'll probably need a GM Screen. If you want a copy of the one I made, send me a PM with your email address and I'll send you a copy of it. Everyone who's ask for the screen has said I did a good job with it. So anyway... If you need one, drop me a line.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=6418.0. It is a snapshot of the page as it appeared on Sep 30, 2011 18:16:34 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => Product Feedback => Topic started by: PunkxRonin on August 02, 2009, 08:03

Title: **Earthdawn 3rd edition: disappointed**
Post by: **PunkxRonin** on **August 02, 2009, 08:03**

Ok, so I just got back from my local gaming store with a fellow gamer as we decided to pick up some **Earthdawn** 3rd edition books for our gaming group.

The books themselves look wonderful, and the content seems excellent... My problem is why exactly did we take what should be one book, and split it into Player's guide and DM's guide?

As I have copies of ED first edition and second, I'm curious why it was felt to split what was once the main book, into a GM/Players guide? If this is the case then shouldn't these books be cheaper?

Most of the information that is now in two books, was once in just one. I hardly see the point of this decision unless it's purely driven by the hopes that gamers will purchase two books instead of one.

Is this an use I should be taking up with my gaming store for marking up the retail price, because the book cost to purchase both GM/Players guide is nearly double the cost for what was once a singular guide book.

So far i am rather disheartened by this as ED looks like a wonderful product, but this has me wondering what the publisher/developer has planned for future installments.

Title: **Re: Earthdawn 3rd edition: disappointed**
Post by: **PenAgain** on **August 02, 2009, 13:53**

The reason it is now 2 books is that the following core supplements were absorbed into the main rules for 3rd edition... some of the components of these books made it into the Guides, some into the Companions.

It was a way to reduce the core load from the 1st edition (9 books) to a 3rd edition cluster of 4.

1. Magic: A Manual of Mystic Secrets
2. Arcane Mysteries of Barsaive
3. Creatures
4. Horrors
5. Dragons
6. Adept's Way
7. Barsaive Boxed Set

(And of course the Core and the Companion)

Title: **Re: Earthdawn 3rd edition: disappointed**
Post by: **Flowswithdrek** on **August 02, 2009, 14:24**

Quote from: PunkxRonin on August 02, 2009, 08:03

> As I have copies of ED first edition and second, I'm curious why it was felt to split what was once the main book, into a GM/Players guide? If this is the case then shouldn't these books be cheaper?

I also have the 1st & 2nd edition books which have a page count of 335 & 351 pages respectively. As the 3rd edition books have just over 300 pages each and contain different material that would make it a whopping great book of 600+ pages, which would certainly put my players of buying it considering they only want the player rules and not the gm rules. I reckon a book that size would put off a lot of new gamers also. But great for beating people with ;D

Personally I believe that player and gm rules should always be in different books regardless of the game, but that's just my personal preference.

Title: **Re: Earthdawn 3rd edition: disappointed**
Post by: arma on **August 02, 2009, 14:40**

Quote from: PenAgain on August 02, 2009, 13:53

> 1. Magic: A Manual of Mystic Secrets
> 2. Arcane Mysteries of Barsaive
> 3. Creatures
> 4. Horrors
> 5. Dragons
> 6. Adept's Way
> 7. Barsaive Boxed Set
> (And of course the Core and the Companion)

There's also the Gamemastering Pack and the rules and the healing arts section of the Survival Guide. And a tiny bit of Prelude to War.
And also completely new material.

The recommended sales price for the four ED3 core books is $150. Amazon lists the collection at under $100.
Look at the backcover of your older books and add up the recommended price, and you'll exceed $150 rather quickly. The typical ED sourcebook IIRC is $18-20 for a 128 page book. And these are usually softcover books...
For a licensed property, the ED3 books are a bargain.

Title: **Re: Earthdawn 3rd edition: disappointed**
Post by: **PunkxRonin** on **August 02, 2009, 23:17**

Alright, i feel some follow up is necessary to give proper feed back. First of all I'm not trying to be negative, or "bash these books". The books are wonderful. I just want to voice a legitimate concern I see so that those in "power" as it were can take that concern and do with it what they will. Part of what makes a product become stronger is looking at both the positive and negative comments and seeing what you're doing right and what you're doing wrong.

First to address the idea that these books are consolidating 8 source books back down to 4 is helpful to comprehend. That explanation makes me feel far better about the prospect. When gaming systems release too many books it can become confusing, and frustrating to try and locate one rule/item/character in a small library.

However I still feel that a "Core" book should have every thing a Player and GM will need to start a game, and that supplemental books, are just that... They're supplements. This will come down to a mater of opinion which is fine. Some GM's don't want their players even looking at the "GM Section" of the book, and that's their choice as it's their game. However when a gaming group is on a budget, or has a choice between buying 1 book or 2 (or more), the 1 core book tends to look more attractive.

Title: **Re: Earthdawn 3rd edition: disappointed**
Post by: **werefrog** on **August 03, 2009, 00:34**

The Werefrog think that it's good to have a DM and a Player book. This way, we can let the players read the book for the rules that apply to them while still not exposing them to all the creatures.

Title: **Re: Earthdawn 3rd edition: disappointed**
Post by: **hankwoon** on **August 03, 2009, 00:43**

Quote from: PunkxRonin on August 02, 2009, 23:17

> However I still feel that a "Core" book should have every thing a Player and GM will need to start a game, and that supplemental books, are just that... They're supplements. This will come down to a mater of opinion which is fine. Some GM's don't want their players even looking at the "GM Section" of the book, and that's their choice as it's their game. However when a gaming group is on a budget, or has a choice between buying 1 book or 2 (or more), the 1 core book tends to look more attractive.

It's understandable what you're saying. The path that led to this really comes from the initial Classic plan, which was to basically compile, streamline, and produce all of FASA's 1st edition stuff before moving onto a new edition. That meant combining all of the basic books into the giant compendiums.

When switching over to 3rd edition, it made a lot more sense to just work with what was there by splitting each compendium into 2 separate books (because they were just too big under the new model), thus making 4 core rulebooks (keep in mind that there was also a pretty strict deadline).

So if you're worried about RedBrick's publishing philosophy, you can see that it certainly wasn't motivated by an attempt to force GMs and players to buy more books. We've found that most people, however, like having all of the old information condensed into these convenient new packages.

Title: **Re: Earthdawn 3rd edition: disappointed**
Post by: **Kasbak** on **August 03, 2009, 00:49**

I got my first look today at the hard copies of the GM's and Player's Guides, and I do have to agree that the books look spectacular. I browsed through at some of the art, and while there are still a few pieces that look a bit goofy to me, but IMO on the whole it's a lot better than previous editions.

Having looked at some of the mechanic changes in the preview pdf's, I know that I shall be sticking to **EarthDawn** Classic as far as actual gameplay goes. I'd still like to pick up new supplemental material as I get money and tweak it for use with the older system, but not if it's all in a single core rulebook that I'd have to pay the full amount for. So at least for me personally, breaking the books up is a good idea. It's much easier to justify spending $10 or $20 on a book with less information that I know I'll use, rather than $50 on a book with more information that may be useless to me.

Title: **Re: Earthdawn 3rd edition: disappointed**
Post by: **Xemides** on **August 03, 2009, 20:52**

Hi there,

I know ED from actual play some years ago and even have some olde stuff from EDC und ED2 in my shelf.

ATM I am not playing ED, but out of affection for the rules and even more for the setting I ordered this new edition at my FLGS (unfortunately the books didnt arrive yet).

And for the reason that I collect it without playing it, a appreciate it that there is all this

core material in 4 Book including the companion.

That means less money to spend and more money for the games I actual play.

Gretings

Xemides

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

You have reached the cached page for http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=3739.0

Below is a snapshot of the Web page as it appeared on **12/18/2011**. This is the version of the page that was used for ranking your search results. The page may have changed since it was last cached. To see what might have changed (without the highlights), go to the current page.

You searched for: site:redbrick-limited.com "**Post by: Arma**" **Earthdawn forum** We have highlighted matching words that appear in the page below.

Yahoo! is not responsible for the content of this page.

RedBrick LLC Forums

Earthdawn => For Players => Topic started by: sk8bcn on June 11, 2008, 12:38

Title: **Earthdawn and Shadowrun**
Post by: **sk8bcn** on **June 11, 2008, 12:38**

I just came to ask myself about the link between Shadowrun and ED.

I really like the fact both backgrounds are linked.

But as both games aren't under one belt anymore (FASA) it's likely that the links will erode over time.

I wanted to know if you guys care about those links (e.g.Dunkelzahn/MountainShadow) or not?

Title: **Re: Earthdawn and Shadowrun**
Post by: **Dammi** on **June 11, 2008, 14:24**

Hiya!

RedBrick and Catalyst have a good working relationship when it comes to those links, so they won't erode. Actually, even Burning Desires contains one (albeit it's yet very subtle).

Best,

Dammi

Title: **Re: Earthdawn and Shadowrun**
Post by: **Wingtail** on **June 11, 2008, 15:12**

Both backgrounds are more than linked, in a sense. I was recently running a game that I was going to take that into account and have the group go to the Shadowrun times to stop a horror in the **Earthdawn** times. Never

got to them leaving **Earthdawn** but the potential was there. A good link for things in regards to this is

http://ancientfiles.dumpshock.com/Immortals.htm

If you haven't checked it out before it is great refference.

Title: **Re: Earthdawn and Shadowrun**
Post by: **Delthrien** on **June 11, 2008, 15:26**

I had a good idea for translating an ED character to a Shadowrun campaign (well, *I* thought it was good, anyway...)

In the ED time period, the character gets transformed into living crystal (basically turned to stone) by a powerful horror. There are some pretty unlikely circumstances under which he'll transform back to normal ("... propelled through the skies at speeds undreamed of..."), so it never happens...

... until the time of the SR campaign. The runners are hired to "liberate" a recently unearthed crystal statue of remarkable workmanship. They grab the statue, load it up onto a suborbital flight. Suddenly they have a very confused, angry, and dangerous passenger. Worse, they no longer have a statue to deliver to their employer...

Title: **Re: Earthdawn and Shadowrun**
Post by: **griton** on **June 11, 2008, 19:31**

Everything RedBrick produces still has to be passed through FASA. I imagine that Catalyst has to do the same (but can't say for sure). So that's another thing that helps this connections from deteriorating too far.

Title: **Re: Earthdawn and Shadowrun**
Post by: **JosephDouthitt** on **June 11, 2008, 19:59**

I want to play a T'Skrang 'runner. :D

Title: **Re: Earthdawn and Shadowrun**
Post by: **Dammi** on **June 11, 2008, 20:06**

Hiya!

Quote from: griton on June 11, 2008, 19:31

> Everything RedBrick produces still has to be passed through FASA. I imagine that Catalyst has to do the same (but can't say for sure). So that's another thing that helps this connections from deteriorating too far.

No, not really. There are not only different companies for developing these games, there are also two master licensors--FASA for **Earthdawn** and Wizkids for Shadowrun. As far as that goes legally, the lines are completely

separated. However, I'm in frequent contact with Rob Boyle and Peter Taylor to ~~hatch out mischievous plans and other weird things~~ keep the continuity.

Best,

Dammi

Title: **Re: Earthdawn and Shadowrun**
Post by: **Raven Bloodeyes** on **June 11, 2008, 21:34**

Also, Ancient History is a prominent freelancer for Fan Pro/Catalyst for SR, and a BIG fan of ED connections and such.... you should see the enchanting chapter of "Street Magic".... lots of fun hints at ED stuff..... I'll let you find the gems if you like.... but yeah, there's been a least one subtle hint injected in both as Dammi mentioned... and who knows when the next ones will pop up ;)

Title: **Re: Earthdawn and Shadowrun**
Post by: **Delthrien** on **June 11, 2008, 22:00**

---

cue eerie music

Title: **Re: Earthdawn and Shadowrun**
Post by: **sk8bcn** on **June 15, 2008, 12:39**

Quote from: Dammi on June 11, 2008, 20:06

> Hiya!
>
> Quote from: griton on June 11, 2008, 19:31
>
> > Everything RedBrick produces still has to be passed through FASA. I imagine that Catalyst has to do the same (but can't say for sure). So that's another thing that helps this connections from deteriorating too far.
>
> No, not really. There are not only different companies for developing these games, there are also two master licensors--FASA for **Earthdawn** and Wizkids for Shadowrun. As far as that goes legally, the lines are completely separated. However, I'm in frequent contact with Rob Boyle and Peter Taylor to ~~hatch out mischievous plans and other weird things~~ keep the continuity.
>
> Best,
>
> Dammi

GREAT! cheers!!!!!

Title: **Re: Earthdawn and Shadowrun**
Post by: **Valrus** on **June 19, 2008, 17:20**

I actually started up a Shadowrun campaign that involved them working

for a mysterious woman named Chantrel to recover some extremely ancient magical tomes to prevent a terrible disastor. ::)

None of them caught on to the connection either, even the other huge **Earthdawn** fan.

Title: **Re: Earthdawn and Shadowrun**
Post by: **Raven Bloodeyes** on **June 19, 2008, 17:27**

That's frickin' AWESOME! Kudos!

Title: **Re: Earthdawn and Shadowrun**
Post by: **Faelan** on **June 26, 2008, 02:33**

In Shadowrun I love the connections, but in **Earthdawn** I never commit. I like my players characters to have a real opportunity to affect things, without dealing with predestination.

@Raven - I got the books, read them and I guess I completely missed the references, would you mind sharing :)

Title: **Re: Earthdawn and Shadowrun**
Post by: **Raven Bloodeyes** on **June 26, 2008, 14:14**

@ Faelen... I'm not sure which you meant, so here's two:
-Chantrel of Chantrel's Horror?
-end of the enchanting/artificing chapter in Street Magic.... all the "dragon ____" things, like tears and want not.... compare to my recent poll you just answered... (if that's not enough of a "hint" let me know ;))

Title: **Re: Earthdawn and Shadowrun**
Post by: **The_Gun_Nut** on **June 26, 2008, 14:18**

Quote from: Faelan on June 26, 2008, 02:33

> In Shadowrun I love the connections, but in **Earthdawn** I never commit. I like my players characters to have a real opportunity to affect things, without dealing with predestination.
>
> @Raven - I got the books, read them and I guess I completely missed the references, would you mind sharing :)

Given that the only folks who carry over are the big names that your players shouldn't be able to kill off easily (if at all) then I don't see how this is a problem. Even if they, for example, killed of Alachia, Queen of the Blood Elves, the name could easily have been handed down to someone new who survived to SR days.

Killing off one of the big named dragons is no small feat. I wouldn't worry about that too much.

Title: **Re: Earthdawn and Shadowrun**
Post by: **werefrog** on **June 27, 2008, 05:45**

How would one get past Alachia's guards? Furthermore, they have to succeed in the willpower test just to do something against her will. Killing her would require an extraordinary success or higher.

Title: **Re: Earthdawn and Shadowrun**
Post by: **Dammi** on **June 27, 2008, 09:36**

Hiya!

All you have to do to get past her guards is seducing her. (Good luck with that tho.)

Best,

Dammi

Title: **Re: Earthdawn and Shadowrun**
Post by: **The_Gun_Nut** on **June 27, 2008, 12:00**

Didn't say it would be easy. I just said it would be easier than killing one of the named dragons. Mountainshadow, for example. Or Icewing (comon, the other dragons consider Icewing the @$$kicker of the dragons, GL with that one).

Title: **Re: Earthdawn and Shadowrun**
Post by: **Aesir Valorcall** on **June 27, 2008, 17:01**

If I am correct Mountainshadow has an agent (or alter-ego) name dark thooth.

Dark thouth translates roughly to Dunkelzahn in german.

So is the dragon/president in 2053 the one and only mountainshadow? Or is agent? Also icewing is a sibling of mountainshadow (being born of all-wings clutch) I believe his name is ghostwalker in the shadowrun universe.

And as far as **earthdawn** is concerned, Alamaise is the toughest of them all.

Please correct me if I am wrong.

Title: **Re: Earthdawn and Shadowrun**

Post by: **Raven Bloodeyes** on **June 27, 2008, 18:53**

Dunkie = Mountshadow (maybe Darktooth ;)), Dunkie sacraficed himself in a blood magic ritual faking an explosion of his car (not long after he was elected president)

Icewing = Ghostwalker

Alamaise.... he's up there, but who knows really who's the biggest and baddest....

Title: **Re: Earthdawn and Shadowrun**
Post by: **Delthrien** on **June 27, 2008, 19:07**

I do... :wink:

Title: **Re: Earthdawn and Shadowrun**
Post by: **arma** on **June 27, 2008, 19:49**

Quote from: Delthrien on June 27, 2008, 19:07

> I do... :wink:

Careful. We can always put another great dragon into the next book just to prove you wrong...
Not that we would.
But we could...

;) *g*

Title: **Re: Earthdawn and Shadowrun**
Post by: **Delthrien** on **June 27, 2008, 19:57**

Go on... I *dare* ya! ;D

Title: **Re: Earthdawn and Shadowrun**
Post by: **griton** on **June 27, 2008, 20:22**

Hmm... Now I'm curious to see how an epic battle of Barsaivian versus Cathayan dragons would turn out.
...
I might have to actually run that just for the hell of it once Cathay comes out...

Title: **Re: Earthdawn and Shadowrun**
Post by: **Citizen Joe** on **June 27, 2008, 21:54**

Somewhere I think I saw that various dragon types (in Shadowrun) were tied to the elements. So Western dragons were 'Earth dragons' and I think there was some water dragon and I think the feathered serpent was like air

or fire or something. I can't remember exactly.

Title: **Re: Earthdawn and Shadowrun**
Post by: **Mataxes** on **June 28, 2008, 00:05**

It might have been touched on in the SR book "Dragons of the Sixth World", but the idea was first put forth in "Dragons of Barsaive" for ED (some of which found its way into the GMC). The elemental correlations were:

"Common" Dragon -- Earth
Cathay Dragon -- Air
Leviathan -- Water
Feathered Serpent -- Fire

Title: **Re: Earthdawn and Shadowrun**
Post by: **Folgha** on **June 28, 2008, 02:37**

So, no "wood" dragons?

Title: **Re: Earthdawn and Shadowrun**
Post by: **Raven Bloodeyes** on **June 28, 2008, 03:46**

...not that we know of ;)

Title: **Re: Earthdawn and Shadowrun**
Post by: **Bleeding Void** on **June 28, 2008, 14:06**

Orichalcum Dragons ? ;D

Title: **Re: Earthdawn and Shadowrun**
Post by: **arma** on **June 28, 2008, 14:16**

That's when you chop one each of the five other dragons up and model a new dragon from the ground meat.
However, as no one has ever seen a wood dragon, no one has ever made an orichalcum dragon.

(plus, we all know metallic dragons are evil...)

Title: **Re: Earthdawn and Shadowrun**
Post by: **Citizen Joe** on **June 29, 2008, 01:41**

Wouldn't that be a McDragon?

Title: **Re: Earthdawn and Shadowrun**
Post by: **werefrog** on **June 29, 2008, 16:06**

No. McDragon would just be stupid.

It would be more like the Spam or Hot Dog dragon.

Title: **Re: Earthdawn and Shadowrun**
Post by: **arma** on **June 29, 2008, 16:56**

But you don't need 5 dragon types ground together for any of those...
(you do, however, need a lot of other things)

Title: **Re: Earthdawn and Shadowrun**
Post by: **The_Gun_Nut** on **June 30, 2008, 01:54**

Quote from: Raven Bloodeyes on June 27, 2008, 18:53

> Dunkie = Mountshadow (maybe Darktooth ;)), Dunkie sacraficed himself in a blood magic ritual faking an explosion of his car (not long after he was elected president)
>
> Icewing = Ghostwalker
>
> Alamaise.... he's up there, but who knows really who's the biggest and baddest....

When the dragons hold a gathering in SR times (Survival of the Fittest adventure sourcebook) everyone there pretty much got out of the way of Ghostwalker when he called out Lofwyr. Even L decided to make the contest for the title of Loremaster non-physical. Big G had been off in another plane of existence fighting who knows what for the entirety of the downcycle. His accumulated mystical knowledge, not to mention combat experience, made facing him directly a no-win situation.

Before he left for the downcycle he was the only dragon to down a Theran behemoth, and the only reason he didn't drop two more was because the other dragons told him to chill so they could arrange a truce with Thera (a war between the dragons and Thera would have been too costly for both sides).

This to me proclaims him "The One Most Likely to Go All Conan the Barbarian on their $#!^".

Title: **Re: Earthdawn and Shadowrun**
Post by: **werefrog** on **June 30, 2008, 04:46**

The Werefrog think that The_Gun_Nut has just proven how badass Icewing/Ghostwalker is.

Title: **Re: Earthdawn and Shadowrun**
Post by: **Citizen Joe** on **June 30, 2008, 05:08**

So you're saying that Icewing is the special sauce in the McDragon?

Title: **Re: Earthdawn and Shadowrun**

Post by: **arma** on **June 30, 2008, 10:16**

With Dunkie out of the picture, he just had the most mojo of them all. That's why you get a figure of him with every Arcane Meal™.

Title: **Re: Earthdawn and Shadowrun**
Post by: **Citizen Joe** on **June 30, 2008, 11:55**

I could totally see Verjigorm sitting down to an Arcane Meal™

Title: **Re: Earthdawn and Shadowrun**
Post by: **werefrog** on **June 30, 2008, 15:02**

Would Icewing from Shadowrun be able to take on Verjigorm?

Title: **Re: Earthdawn and Shadowrun**
Post by: **Aesir Valorcall** on **June 30, 2008, 15:45**

Quote from: werefrog on June 30, 2008, 15:02

> Would Icewing from Shadowrun be able to take on Verjigorm?

if he merges with the rest of his brothers to make a giant dragon-combo super mech.

Ok, I watched power rangers a couple of times... big deal right!

Title: **Re: Earthdawn and Shadowrun**
Post by: **Aesir Valorcall** on **June 30, 2008, 15:50**

Quote from: Aesir Valorcall on June 30, 2008, 15:45

> Quote from: werefrog on June 30, 2008, 15:02
>
> > Would Icewing from Shadowrun be able to take on Verjigorm?
>
> if he merges with the rest of his brothers to make a giant dragon-combo super mech.
>
> Ok, I watched power rangers a couple of times... big deal right!

actually I liked. " Let our powers combine GO PLANET!! " from captain planet and the planeteers. that would totally rock verji's socks.

Title: **Re: Earthdawn and Shadowrun**
Post by: **erossing** on **June 30, 2008, 16:49**

Quote from: werefrog on June 30, 2008, 15:02

> Would Icewing from Shadowrun be able to take on Verjigorm?

Well, that kind of assumes that Verjigorm wasn't doing anything during the Fifth World....

Title: **Re: Earthdawn and Shadowrun**
Post by: **JosephDouthitt** on **June 30, 2008, 17:44**

> Quote from: Aesir Valorcall on June 30, 2008, 15:50
> actually I liked. " Let our powers combine GO PLANET!! " from captain planet and the planeteers. that would totally rock verji's socks.

I could see a party of Lightbearers shouting that as they charge Verji (assuming you go with the Great Pattern=Earth).

Title: **Re: Earthdawn and Shadowrun**
Post by: **werefrog** on **July 02, 2008, 05:19**

> Quote from: Aesir Valorcall on June 30, 2008, 15:50
> Quote from: Aesir Valorcall on June 30, 2008, 15:45
> Quote from: werefrog on June 30, 2008, 15:02
> Would Icewing from Shadowrun be able to take on Verjigorm?
>
> if he merges with the rest of his brothers to make a giant dragon-combo super mech.
>
> Ok, I watched power rangers a couple of times... big deal right!
>
> actually I liked. " Let our powers combine GO PLANET!! " from captain planet and the planeteers. that would totally rock verji's socks.

The Werefrog thought that a Voltron thing could take out Verjigorm.

Title: **Re: Earthdawn and Shadowrun**
Post by: **Grimagor** on **July 19, 2008, 08:46**

> Quote from: erossing on June 30, 2008, 16:49
> Well, that kind of assumes that Verjigorm wasn't doing anything during the Fifth World....

Or the Eight World... ;D

I have a cuestion: how you know that Icewing are Ghostwalker?

Thanks!

Title: **Re: Earthdawn and Shadowrun**
Post by: **Ridcully** on **July 19, 2008, 13:36**

Quote

> I have a cuestion: how you know that Icewing are Ghostwalker?

In the Shadowrun Adventure "Survival of the Fittest", Ghostwalker is named "Doll-Maker" by his dragon peers, as is Icewing in the old FASA "Book of Dragons".

Regards
Ben
:coffee:

Title: **Re: Earthdawn and Shadowrun**
Post by: **fezzikthedoor** on **July 19, 2008, 14:18**

This seems like the right place to put this info, but if not, please let me know and I'll post it elsewhere.

I recently came across Caroline Spector's homepage. She is, of course, the author of Worlds Without End and its two ED companions, Scars and Little Treasures. I asked her if she had planned to do another print of Scars (it is out of print and used copies run upwards of $80) and when Little Treasures would see the light of day. She was very nice to me and thankful of my praise of her work. Below is what she told me, and I hope that, should she come across this website, that she doesn't mind me sharing her letter with all of you:

Quote

> As for SCARS, I, too, am amazed by the ridiculous price of a copy. Per Aspera did a very short print run and decided not to do a second printing despite the book selling out quite quickly. This is, I think, the reason for the price gouging. (By the way, I don't make any money off those books.)
>
> I have been debating putting SCARS and LITTLE TREASURES up on my website a chapter at a time, but right now I'm on deadline for the next Wildcards book and I just haven't been able to devote the time to it. I'll put you on my mailing list and when I finally figure out what I'm going to do, I'll let you know. (I must confess, my favorite book of the three is LITTLE TREASURES and that's the one I would most like out there.)

She also mentioned that she will be attending Comicon but not Gencon, so if any of you happen to run into her be sure to tell her to hurry and put those books on her website...and you could also tell her how much you enjoyed WWE. :thumbsup:

Title: **Re: Earthdawn and Shadowrun**
Post by: **sk8bcn** on **July 22, 2008, 08:55**

By the way Equinox is supposed to take place in the long future of ED/SR?

Title: **Re: Earthdawn and Shadowrun**
Post by: **Crusufix** on **July 22, 2008, 10:00**

Quote from: sk8bcn on July 22, 2008, 08:55

> By the way Equinox is supposed to take place in the long future of ED/SR?

IIRC, yes..

EQUINOX!! :drool:

Title: **Re: Earthdawn and Shadowrun**
Post by: **Grinder** on **July 22, 2008, 12:05**

:love:

Title: **Re: Earthdawn and Shadowrun**
Post by: **Raven Bloodeyes** on **July 22, 2008, 15:00**

---

yes it is.... hence the "Eighth World" and all....

...but don't worry, Dammi has some excellent tricks up his sleeve to avoid potential metaplot clashes and the like.... it'll be interesting, I can tell you that!

Title: **Re: Earthdawn and Shadowrun**
Post by: **werefrog** on **July 22, 2008, 17:02**

Will there be new Great Dragons? Will the immortals still be alive? Will The Werefrog find the game fun?

Title: **Re: Earthdawn and Shadowrun**
Post by: **Grinder** on **July 22, 2008, 17:27**

Quote from: werefrog on July 22, 2008, 17:02

> Will The Werefrog find the game fun?

You will, otherwse... :nunu: ;D

Title: **Re: Earthdawn and Shadowrun**
Post by: **The_Gun_Nut** on **July 22, 2008, 21:25**

SWEET BABY JESUS!! EIGTH WORLD?? WOO!!

Title: **Re: Earthdawn and Shadowrun**
Post by: **Raven Bloodeyes** on **July 22, 2008, 22:08**

Quote

> Will there be new Great Dragons? Will the immortals still be alive?

You'll have to wait and see on those... but Dammi's brilliant solution I mentioned does at least "address" such questions nicely imho....

Quote
> Will The Werefrog find the game fun?

I hope so!!! But can't tell you for sure.... if you like ED mechanics, I think EX will be both familiar and refreshing, with some neat twists throughout... while maybe not a groundbreaking revolution, I think it's a great development and shows a lot of progress in design and keeps various pieces simpler and (hopefully) more intuitive.

Title: **Re: Earthdawn and Shadowrun**
Post by: **sk8bcn** on **July 23, 2008, 12:10**

Is Equinox a space opera game or Post Apo?

Title: **Re: Earthdawn and Shadowrun**
Post by: **Dammi** on **July 23, 2008, 12:45**

Hiya!

Space opera with post-apocalyptic elements. :)

Best,

Dammi

Title: **Re: Earthdawn and Shadowrun**
Post by: **sk8bcn** on **July 23, 2008, 14:49**

---

good to know

I have no space-op game.

The hardest part, IMO, is to make interesting flight rules.

Title: **Re: Earthdawn and Shadowrun**
Post by: **Citizen Joe** on **July 23, 2008, 15:54**

If you've ever studied orbital physics you'll know that the flight system should probably be more abstract than hard physics. Personally, I'd resolve starship combat with cards.

Title: **Re: Earthdawn and Shadowrun**
Post by: **Delthrien** on **July 23, 2008, 16:48**

Quote from: Citizen Joe on July 23, 2008, 15:54
> If you've ever studied orbital physics you'll know that the flight system should probably be more abstract than hard physics. Personally, I'd resolve starship combat with cards.

Is it wrong that I now have an image of someone in a pressure suit, flinging playing cards at an oncoming star fighter? :wink:

Title: **Re: Earthdawn and Shadowrun**
Post by: **Citizen Joe** on **July 23, 2008, 17:28**

Quote from: Delthrien on July 23, 2008, 16:48

> Quote from: Citizen Joe on July 23, 2008, 15:54
>
> > If you've ever studied orbital physics you'll know that the flight system should probably be more abstract than hard physics. Personally, I'd resolve starship combat with cards.
>
> Is it wrong that I now have an image of someone in a pressure suit, flinging playing cards at an oncoming star fighter? :wink:

You know that at orbital speeds, that card would destroy the fighter if he hit it.

My point is that it is in 3 dimensions. The ships are all moving at multiple km per SECOND. Reaction mass, heat dissipation, trajectory, facing, rotations... ugg... If you thought DND's high level iterative attacks were bad, imagine all the calculations involved in space combat. It takes a lot of work to actually get two ships to be close enough in vector that they can actually interact with each other. If one ship doesn't want to fight, it can pretty much just leave the frame of reference.

Title: **Re: Earthdawn and Shadowrun**
Post by: **Raven Bloodeyes** on **July 23, 2008, 18:25**

...note, yes it's rather abstract ;D which we feel is a good thing! I'm trying to add a little more spice to it know though.... we'll see how it goes...

...and why do I suddenly see a cajun in a trenchcoat being crucial in space combat... ;)

Title: **Re: Earthdawn and Shadowrun**
Post by: **The_Gun_Nut** on **July 23, 2008, 18:35**

Quote from: Citizen Joe on July 23, 2008, 17:28

> Quote from: Delthrien on July 23, 2008, 16:48
>
> > Quote from: Citizen Joe on July 23, 2008, 15:54
> >
> > > If you've ever studied orbital physics you'll know that the flight system should probably be more abstract than hard physics. Personally, I'd resolve starship combat with cards.
> >
> > Is it wrong that I now have an image of someone in a pressure suit, flinging playing cards at an oncoming star fighter? :wink:
>
> **You know that at orbital speeds, that card would destroy the fighter if he hit it.**
> My point is that it is in 3 dimensions. The ships are all moving at multiple km per SECOND. Reaction mass, heat dissipation, trajectory, facing, rotations... ugg... If you thought DND's high level iterative attacks were bad, imagine all the calculations involved in space combat. It takes a lot of work to actually get two ships to be close enough in vector that they can actually interact with each other. If one ship doesn't want to fight, it

> can pretty much just leave the frame of reference.

The highlighted portion is highly unlikely, as the card is of insufficient mass to impart much momentum into the fighter, which would be strengthened to withstand small object impacts (space dust and the like) as a matter of course for space combat. The most likely result would be that the card would be pulverized upon impact into dust which would spread the energy of the impact over a much larger area and therefore diffuse the pressure generated over the same large area. A playing card is not tough enough to hold together with the kinds of energy discussed here.

Title: **Re: Earthdawn and Shadowrun**
Post by: **Citizen Joe** on **July 23, 2008, 19:16**

I never said the card would survive, only that the fighter would be destroyed. The point there is that you should be more worried about accidentally running into a piece of space junk than actually fighting a battle. Something hitting your ship at 3 km/s has kinetic energy roughly equivalent to its mass in TNT. Of course it is all relative speeds, so if the guy in the space suit is floating along outside the fighter, flinging cards at it, he's not doing squat.

The card game that I suggest would go something like this:
Based on your ship/crew/etc. each side gets some number of cards for their hand... possibly several hands to represent movement, tactics and offensive power.
Each side then plays these cards against the opponent's cards. So maybe play offensive vs. a maneuver card. The results then get figured out for damage, or fuel expenditure, or heat build up, etc.
So a maneuver card might be something like: spend 3 fuel to avoid attack and an attack card might be fire lasers, add 3 heat and inflict 6 damage to target unless countered.
and a tactic card might be something like Kzinti Lesson: turn tail to opponent. Use up to three maneuver cards to inflict damage on opponent.

So, it would be very rich and varied, and certainly would need some skill at the game. However, you don't need to track a whole lot of stuff... some, yes, but not too much.

Title: **Re: Earthdawn and Shadowrun**
Post by: **The_Gun_Nut** on **July 23, 2008, 19:49**

The card game sounds fun. I'm not sure how to integrate it into an RPG without it seeming tacked on, but it sounds decent.

My point about the fighter is that it will NOT be destroyed. The card, even with the massive amount of energy it posesses, will simply splatter on the surface of the vessel upon impact, doing effectively no damage. Any race capable of creating combat space craft will design and build one that is resistant to small object impacts. Even at high relative speeds the

momentum is negligibe.

Title: **Re: Earthdawn and Shadowrun**
Post by: **Citizen Joe** on **July 23, 2008, 20:12**

Well starship combat has little to do with people's personalities. So, it will be quite different from the rest of the game.

Most Sci-Fi setting have problems with internal consistency. As an example: High G reactionless thrusters that would allow rapid transit between planets. If you have unlimited acceleration, you could chuck your ship at a planet with relativistic speeds that would shatter the world. In fact, you could probably do it with a can of nails, if you're willing to wait long enough. Faster than light travel usually means giving up relativity or causality. Fortunately Equinox has a magic element so both of those examples can be waved off with "It's magic, that's how it works." Even so, you'll want to lay down some ground rules for how it works.

Title: **Re: Earthdawn and Shadowrun**
Post by: **Aesir Valorcall** on **July 23, 2008, 22:24**

Quote from: Citizen Joe on July 23, 2008, 20:12

> . Fortunately Equinox has a magic element so both of those examples can be waved off with "It's magic, that's how it works." Even so, you'll want to lay down some ground rules for how it works.

it works because we say it does. :P

If someone had it figured out, we wouldnt be playing a game with working mechanics for space flight, we would just hop into one and do it ourselves. :P

Title: **Re: Earthdawn and Shadowrun**
Post by: **Aesir Valorcall** on **July 23, 2008, 23:12**

Quote from: Raven Bloodeyes on June 27, 2008, 18:53

> Dunkie = Mountshadow (maybe Darktooth ;)), Dunkie sacraficed himself in a blood magic ritual faking an explosion of his car (not long after he was elected president)
>
> Icewing = Ghostwalker
>
> Alamaise.... he's up there, but who knows really who's the biggest and baddest....

p 11 of the book of dragons. I will risk a passage without angering annunaki because the book is available free on the net.

But never forget that among all the name givers of barsaive, we great dragons are the oldest, strongest and canniest- and that among great dragons, Mountainshadow (dunkie) is the oldest, strongest, canniest.

I guess this answers the question!

Title: **Re: Earthdawn and Shadowrun**
Post by: **Raven Bloodeyes** on **July 24, 2008, 01:24**

Is that an in-character declaration from the letter to all the great dragons.... if so... you know who that's supposed to be written by, right??

The transport system is quite... interesting... and handles a number of sci-fi troupes in, what I think, is a rather unique way [all the credit to Dammi on that one though....]

Title: **Re: Earthdawn and Shadowrun**
Post by: **werefrog** on **July 24, 2008, 02:24**

So, what's the release date of Equinox?

Title: **Re: Earthdawn and Shadowrun**
Post by: **Dammi** on **July 24, 2008, 04:54**

Hiya!

Quote from: werefrog on July 24, 2008, 02:24

> So, what's the release date of Equinox?

We don't do release dates. But we hope for this year.

Best,

Dammi

Title: **Re: Earthdawn and Shadowrun**
Post by: **werefrog** on **July 24, 2008, 14:38**

Okay, in that case, about how much money would The Werefrog expect to spend on it?

Title: **Re: Earthdawn and Shadowrun**
Post by: **Jaege** on **July 24, 2008, 14:44**

Quote from: Dammi on July 24, 2008, 04:54

> Hiya!
>
> Quote from: werefrog on July 24, 2008, 02:24
>
> > So, what's the release date of Equinox?
>
> We don't do release dates. But we hope for this year.

> Best,
>
> Dammi

Smart man!!! Release dates are dangerous.

Title: **Re: Earthdawn and Shadowrun**
Post by: **Dammi** on **July 24, 2008, 15:12**

Hiya!

> Quote from: werefrog on July 24, 2008, 14:38
> Okay, in that case, about how much money would The Werefrog expect to spend on it?

Can't say yet, but the first release will probably be in the same ballpark as Ardanyan's Revenge.

Best,

Dammi

Title: **Re: Earthdawn and Shadowrun**
Post by: **The_Gun_Nut** on **July 24, 2008, 17:47**

IT MUST BE MINE!!

Title: **Re: Earthdawn and Shadowrun**
Post by: **Aesir Valorcall** on **July 24, 2008, 18:12**

> Quote from: Raven Bloodeyes on July 24, 2008, 01:24
> Is that an in-character declaration from the letter to all the great dragons.... if so... you know who that's supposed to be written by, right??

It is written by Denairastas (the great dragon outcast) Mountainshadow edits some parts but the part I quoted came from the former.

Title: **Re: Earthdawn and Shadowrun**
Post by: **Raven Bloodeyes** on **July 24, 2008, 18:27**

---

ah! I thought it might be a comment from Mountainshadow himself... and thus prone to bias.... however Mountainshadow and Icewing are given the biggest hurray, being of the clutch of the mighty All-wings herself!!!

Glad you guys are so excited about EX, we are too and are working hard on

it!!!

Title: **Re: Earthdawn and Shadowrun**
Post by: **stormcrow** on **July 24, 2008, 20:25**

---

soooooo....

Dragons in power armour???? ;D

Title: **Re: Earthdawn and Shadowrun**
Post by: **Raven Bloodeyes** on **July 25, 2008, 00:05**

LOL! You got me with that one...

Title: **Re: Earthdawn and Shadowrun**
Post by: **The_Gun_Nut** on **July 25, 2008, 04:22**

I suddenly have the urge to play a SR style dragon with power armor and frikkin' lasers on his head.

Title: **Re: Earthdawn and Shadowrun**
Post by: **Crusufix** on **July 25, 2008, 07:44**

When I get my hands on Equinox I'm sooo making a space pirate T'skrang with frikkin' lasers on his head!

.. if that's the actual direction of Equinox...

Will T'skrang even be in Equinox?

Will direct lines like that even be able to be drawn??

.... EQUINOX!!

Title: **Re: Earthdawn and Shadowrun**
Post by: **arma** on **July 25, 2008, 08:12**

Dude, everyone knows that in Equinox, t'skrang mount their lasers on their shoulders and their laser-axes on their tails. The head is reserved for the bio-modified crest (look at the pictures, man!) that can hold an energy shield or, if you're into these things, a foldable micro-umbrella (gotta prevent the sun drying out your skin).

(That said, I don't know anything about that, actually, and just made it up.)

Title: **Re: Earthdawn and Shadowrun**
Post by: **sk8bcn** on **July 25, 2008, 08:33**

By the way, is Equinox the first release from RB that isn't a dead licence bought?

Title: **Re: Earthdawn and Shadowrun**
Post by: **arma** on **July 25, 2008, 08:46**

No, but you got to be able to read german for the other one. At least for the moment.

Title: **Re: Earthdawn and Shadowrun**
Post by: **Dammi** on **July 25, 2008, 08:49**

Hiya!

Kinda. All our properties are licensed. Western City is licensed from the author/creator, as will Equinox (a bit more complex on that one, as FASA has it's fingers in there too). However, EX was wholly written and designed by people working with RedBrick Limited.

Best,

Dammi

Title: **Re: Earthdawn and Shadowrun**
Post by: **Aesir Valorcall** on **July 25, 2008, 14:33**

Always preferred the "medieval" settings, but I got to say that the shadowrun game on my super nes was probably the best I ever played for that console apart from ff3.

I might take a look at your dragons with lazers...

Title: **Re: Earthdawn and Shadowrun**
Post by: **werefrog** on **July 25, 2008, 16:12**

The SNES Shadowrun game was somewhat flawed with gameplay, though.

You have to find the pixel that doesn't belong in the room in order to be able to pick up the necessary item. Also, you can't be moving the curser for it to let you know that is the pixel that is the item.

However, the storyline was cool.

Title: **Re: Earthdawn and Shadowrun**
Post by: **Crusufix** on **July 26, 2008, 07:55**

I much preferred the Sega Genesis Shadowrun game...

That was sweet..

Still have that game.

Title: **Re: Earthdawn and Shadowrun**
Post by: **sk8bcn** on **July 28, 2008, 16:33**

Quote from: arma on July 25, 2008, 08:46

> No, but you got to be able to read german for the other one. At least for the moment.

what I actually do.

:p

Title: **Re: Earthdawn and Shadowrun**
Post by: **arma** on **July 28, 2008, 16:54**

Then have a look at this one:
http://www.pro-indie.com/westerncity_de.html

Title: **Re: Earthdawn and Shadowrun**
Post by: **Aesir Valorcall** on **July 28, 2008, 19:27**

Quote from: Crusufix on July 26, 2008, 07:55

> I much preferred the Sega Genesis Shadowrun game...
>
> That was sweet..
>
> Still have that game.

how is it diffrent from the snes version?

Title: **Re: Earthdawn and Shadowrun**
Post by: **werefrog** on **July 29, 2008, 00:41**

The SNES game is shadowrun in name and location. It really isn't a very good adaptation to video game console.

Title: **Re: Earthdawn and Shadowrun**
Post by: **Aesir Valorcall** on **August 01, 2008, 14:20**

I still have the song in my head...

Title: **Re: Earthdawn and Shadowrun**
Post by: **Crusader** on **August 01, 2008, 14:54**

That's just the horror mark buzzing around.

Title: **Re: Earthdawn and Shadowrun**
Post by: **Kasbak** on **August 01, 2008, 16:52**

> Quote from: Crusader on August 01, 2008, 14:54
> That's just the horror mark buzzing around.

Oh gods, I'm totally going to make a horror that plays a song over and over again to its marked victims to drive them insane.

Title: **Re: Earthdawn and Shadowrun**
Post by: **Citizen Joe** on **August 01, 2008, 17:22**

Actually, I flipped that on a horror. There are certain ranges that horrors can use there powers through the mark but the communication through the mark is even further. So for a Horror trapped in Parlainth, I had a elven swordmaster continually taunt the horror from the mountains near Travar during tje airship chase in Terror in the Skies. He almost got out of range before one of the other teammates knocked him out. At that point the unrestrained thoughtworm got through and his head exploded. Then they chucked his body overboard so as to try to improve their speed... haha... not even close. Worst thing was that the swordmaster had the macguffin in his pack. Oh the humanity... Things pretty much fell apart after that.

Title: **Re: Earthdawn and Shadowrun**
Post by: **Grinder** on **August 03, 2008, 18:54**

The latest corebook for Shadowrun 4, *Runner's Companion*, introduces Windlings as a playable race, btw. They're called Pixies (formerly known as Sprites in SR2/3), but we know what they're really are. ;D

Title: **Re: Earthdawn and Shadowrun**
Post by: **JosephDouthitt** on **August 03, 2008, 19:17**

> Quote from: Grinder on August 03, 2008, 18:54
> *Runner's Companion*, introduces Windlings as a playable race

Thank you for the reference! Gonna check that out. ;D

Title: **Re: Earthdawn and Shadowrun**
Post by: **Aesir Valorcall** on **August 07, 2008, 14:51**

it would be cool to know how dragons react to space travel, and all the new technologies that makes the "smaller races" not so small anymore.

Title: **Re: Earthdawn and Shadowrun**
Post by: **Crusader** on **August 07, 2008, 15:23**

Space travel is kinda dead in Shadowrun. Maybe the swaggies didn't like tghe idea of it. :D

Title: **Re: Earthdawn and Shadowrun**
Post by: **griton** on **August 08, 2008, 15:38**

The problem with space travel is that you're leaving the magical field of Earth. I don't know if anyone quite knows what happens when you do so, but I can't imagine it'd be good for anyone other than a normal human. Maybe EX will tell us... *whisltes* *looks at watch* *looks at EX website (http://equinox-rpg.com/)* ;D

Title: **Re: Earthdawn and Shadowrun**
Post by: **Raven Bloodeyes** on **August 08, 2008, 16:25**

It will ;).... and it's getting closer, closer by the day.... I hope you'll enjoy Dammi's surprises on space travel as much as I did and do!!

Title: **Re: Earthdawn and Shadowrun**
Post by: **The_Gun_Nut** on **August 08, 2008, 18:25**

Why must you tease me so?

WHY?? :'(

Title: **Re: Earthdawn and Shadowrun**
Post by: **Dammi** on **August 08, 2008, 21:32**

Hiya!

I'm really interested how people react to it... :sneaky:

best,

Dammi

Title: **Re: Earthdawn and Shadowrun**
Post by: **yukongil** on **August 08, 2008, 21:35**

Masochist

Title: **Re: Earthdawn and Shadowrun**
Post by: **Kasbak** on **August 08, 2008, 23:06**

Actually, that'd make him a sadist. Masochism is when you find pleasure in hurting yourself.

Title: **Re: Earthdawn and Shadowrun**
Post by: **Raven Bloodeyes** on **August 09, 2008, 01:18**

---

sorry, it's too much fun ;).... and I'm really excited to see it out too! We made some great progress recently, so it actually feels close to us as well.... despite the work that lies ahead...

Title: **Re: Earthdawn and Shadowrun**
Post by: **JosephDouthitt** on **August 09, 2008, 16:27**

Quote from: Dammi on August 08, 2008, 21:32

> I'm really interested how people react to it

I will react as soon as I have a copy to test out!!! >:D :wink:

Title: **Re: Earthdawn and Shadowrun**
Post by: **yukongil** on **August 11, 2008, 20:38**

Quote from: Kasbak on August 08, 2008, 23:06

> Actually, that'd make him a sadist. Masochism is when you find pleasure in hurting yourself.

thank you mr. knowitall ;D

Title: **Re: Earthdawn and Shadowrun**
Post by: **Kasbak** on **August 11, 2008, 22:06**

Quote from: yukongil on August 11, 2008, 20:38

> thank you mr. knowitall ;D

I can't help it; I play a wizard.

Title: **Re: Earthdawn and Shadowrun**
Post by: **griton** on **August 13, 2008, 18:52**

Quote from: Kasbak on August 08, 2008, 23:06

> Actually, that'd make him a sadist. Masochism is when you find pleasure in hurting yourself.

slight correction, Masochism is when you find pleasure in receiving pain, whether self-inflicted or from an external source. As far as I know, there is no term for deriving pleasure specifically from self-inflicted pain more than it being a subset of Masochism.

:thumbsup:

Title: **Re: Earthdawn and Shadowrun**
Post by: **werefrog** on **August 13, 2008, 22:59**

> Quote from: griton on August 13, 2008, 18:52
>
> > Quote from: Kasbak on August 08, 2008, 23:06
> >
> > > Actually, that'd make him a sadist. Masochism is when you find pleasure in hurting yourself.
> >
> > slight correction, Masochism is when you find pleasure in receiving pain, whether self-inflicted or from an external source. As far as I know, there is no term for deriving pleasure specifically from self-inflicted pain more than it being a subset of Masochism.
> >
> > :thumbsup:
>
> But he was taking pleasure in the pain of others, that means sadism.

Title: **Re: Earthdawn and Shadowrun**
Post by: **stormcrow** on **August 13, 2008, 23:17**

I still believe it's a form of Masochism.... hmmm... how did this topic get started?????

Title: **Re: Earthdawn and Shadowrun**
Post by: **Kasbak** on **August 14, 2008, 02:00**

> Quote from: stormcrow on August 13, 2008, 23:17
>
> > how did this topic get started?????

That question usually leads to more pain than it's worth.

Title: **Re: Earthdawn and Shadowrun**
Post by: **Raven Bloodeyes** on **August 14, 2008, 14:51**

The links and similarities between **Earthdawn** and Shadowrun and their continuance with those properties being in different hands.

Title: **Re: Earthdawn and Shadowrun**
Post by: **Raven Bloodeyes** on **August 15, 2008, 21:34**

For those who haven't noticed the announcement, I recommend you check it out ;)
http://www.**earthdawn**.com/

Title: **Re: Earthdawn and Shadowrun**
Post by: **stormcrow** on **August 16, 2008, 02:41**

> Quote from: Raven Bloodeyes on August 15, 2008, 21:34
>
> > For those who haven't noticed the announcement, I recommend you check it out ;)
> > http://www.**earthdawn**.com/

Oh I saw it. You guys are starting to remind me of my old bus route. No products for ages, then 4 or so coming along at once. Me poor pockets are going to be crying soon. I'm pretty excited about it though

---

Title: **Re: Earthdawn and Shadowrun**
Post by: **werefrog** on **August 16, 2008, 04:58**

How does that remind you of your bus route?

Title: **Re: Earthdawn and Shadowrun**
Post by: **Kasbak** on **August 16, 2008, 05:14**

Quote from: werefrog on August 16, 2008, 04:58

> How does that remind you of your bus route?

Quote from: stormcrow on August 16, 2008, 02:41

> Oh I saw it. You guys are starting to remind me of my old bus route. **No products for ages, then 4 or so coming along at once.**

;D

Title: **Re: Earthdawn and Shadowrun**
Post by: **stormcrow** on **August 16, 2008, 13:32**

Quote from: werefrog on August 16, 2008, 04:58

> How does that remind you of your bus route?

Irish buses tend to use the convoy system, I can only assume for protection.

Title: **Re: Earthdawn and Shadowrun**
Post by: **Kasbak** on **August 16, 2008, 13:48**

That's not just the Irish system. It's fairly universal as far as I've seen.

Title: **Re: Earthdawn and Shadowrun**
Post by: **Aesir Valorcall** on **August 26, 2008, 01:57**

---

to sum it up, the last scourge left unprecedented damage and permanent horrors so humankind destoyed the earth completely (think death star) and formed colonies in space only to find some baddies made it amongst them?

did I get that right?

Title: **Re: Earthdawn and Shadowrun**
Post by: **Raven Bloodeyes** on **August 26, 2008, 04:59**

...well.... they didn't want to destroy the Earth itself... they just ended up doing so in the process of taking out the sphere ;)

I'd give it a bit more credit than that ;)... but not a horrible analogy ;)

Title: **Re: Earthdawn and Shadowrun**
Post by: **The_Gun_Nut** on **August 26, 2008, 11:02**

What happens to Icewing (Ghostwalker)? He's my favorite dragon and I just gotta know.

Title: **Re: Earthdawn and Shadowrun**
Post by: **Citizen Joe** on **August 26, 2008, 13:12**

I always like to think that the Horrors (and the Passions) are both extensions of human will. While they are both powerful and Horrors are undeniably terrible, I think that people are capable of much worse (and much better) things than either. Horrors might come along periodically and destroy everything, but when they pass, new life fills the void. They only scratch the surface. People on the other hand, stay on and linger. They also tinker with the underlying nature of the universe, which could lead to eternal devastation rather than the occasional slaughter.

Just so you don't think I'm being too hard on people, I think they are also capable of great deeds and acts of charity that would put the Passions to shame.

Title: **Re: Earthdawn and Shadowrun**
Post by: **Aesir Valorcall** on **August 27, 2008, 20:25**

Quote from: The_Gun_Nut on August 26, 2008, 11:02

> What happens to Icewing (Ghostwalker)? He's my favorite dragon and I just gotta know.

since there is no more magic to sustain them, my bet is they either die or become permanent residents of the rock collection orbiting the solar system.

But that would suck big time...

Title: **Re: Earthdawn and Shadowrun**
Post by: **werefrog** on **August 27, 2008, 21:45**

Quote from: Aesir Valorcall on August 27, 2008, 20:25

> Quote from: The_Gun_Nut on August 26, 2008, 11:02
>
> > What happens to Icewing (Ghostwalker)? He's my favorite dragon and I just gotta know.
>
> since there is no more magic to sustain them, my bet is they either die or become permanent residents of the rock collection orbiting the solar system.

> But that would suck big time...

What do you mean there isn't magic to sustain them? The magic level has increased enough for the horrors to return, so they dragons should be able to return as well. However, this time, they'll probably have to hibernate in astral space instead of somewhere on earth when the magic level goes back down again.

Title: **Re: Earthdawn and Shadowrun**
Post by: **stormcrow** on **August 27, 2008, 22:18**

I told you...

Dragons in power armour!!!!!!!

Title: **Re: Earthdawn and Shadowrun**
Post by: **arma** on **August 28, 2008, 09:01**

> Quote from: werefrog on August 27, 2008, 21:45
> What do you mean there isn't magic to sustain them?

I think he'd talking about how there is no magic in space (at least that's how it works in SR). Magic is bound to the earth as a living thing.

Title: **Re: Earthdawn and Shadowrun**
Post by: **The_Gun_Nut** on **August 28, 2008, 13:51**

As I understand it, it isn't that there isn't ANY magic in space, it is just that it is a severe (or worse) mana warp. Under those conditions it might as well be a mana vacuum, as anything magically active will have it's energies sucked out violently and put in a blender set on "frappe".

Title: **Re: Earthdawn and Shadowrun**
Post by: **Aesir Valorcall** on **August 28, 2008, 14:27**

> Quote from: arma on August 28, 2008, 09:01
> > Quote from: werefrog on August 27, 2008, 21:45
> > What do you mean there isn't magic to sustain them?
>
> I think he'd talking about how there is no magic in space (at least that's how it works in SR). Magic is bound to the earth as a living thing.

thanks arma, thats exactly what I meant.

Title: **Re: Earthdawn and Shadowrun**
Post by: **JosephDouthitt** on **August 28, 2008, 15:45**

Could asteroids have their own magic spheres and such? And does the Astral have the same end line for magic? Maybe dragons could just fly

through Astral Space to another living was of earth whose magic supported them?? Sorry, I'm really no expert

---

Title: **Re: Earthdawn and Shadowrun**
Post by: **Grinder** on **August 28, 2008, 16:15**

For magic in space, check out *Street Magic*, the SR4 magic-book. Or wait for *Equinox*. ;)

Title: **Re: Earthdawn and Shadowrun**
Post by: **The_Gun_Nut** on **August 29, 2008, 00:47**

Quote from: JosephDouthitt on August 28, 2008, 15:45

> Could asteroids have their own magic spheres and such? And does the Astral have the same end line for magic? Maybe dragons could just fly through Astral Space to another living was of earth whose magic supported them?? Sorry, I'm really no expert

No, asteroids do not posess a gaiasphere (living aura of a planet) as they have no living systems present. Think of SR magic like the Force. Life creates it and makes it grow. Or, more accurately, life stabilizes its local mana field.

If dragons, or any living thing with an active astral presence, tried to leave the gaiasphere of Earth, then much unpleasantness would abound. There are exceptions, such as some of the space stations surrounding Earth in 2070. They have a minimal gaiasphere due to the fact that the inhabitants have large plant populations to help recycle the oxygen. So much so that they possess a rudimentary gaiasphere.

Title: **Re: Earthdawn and Shadowrun**
Post by: **Kasbak** on **August 29, 2008, 01:25**

Alright, then all we need to do is start growing plants on asteroids. Questors of Jaspree, get on it!

Title: **Re: Earthdawn and Shadowrun**
Post by: **werefrog** on **August 29, 2008, 04:34**

Is Jaspree still around during the time of Equinox?

The Werefrog thought that the Passions were sort of dependent upon people knowing about them in order to exist, hence different nations having different passions. Wasn't this explained in the Thera sourcebook?

Title: **Re: Earthdawn and Shadowrun**
Post by: **Raven Bloodeyes** on **August 29, 2008, 04:40**

---

and earlier question would be.... is Jaspree still around in Shadowrun ;)
..... (and I'm not sure if Vestrial's appearance counts)

Title: **Re: Earthdawn and Shadowrun**
Post by: **Smed** on **August 29, 2008, 17:53**

Vestrial's appearence? Are you referring to Harlequin's drunken conversation with Vestrial at the beginning of *Harlequin's Back*, or is there another appearance I'm not aware of.

For those who are interested, the conversation I'm talking about can be read about in the link called *Voices of the Past* on Acient's site at Dumpshock:

http://ancientfiles.dumpshock.com/

Title: **Re: Earthdawn and Shadowrun**
Post by: **yukongil** on **August 29, 2008, 20:53**

Quote from: Raven Bloodeyes on August 29, 2008, 04:40

> and earlier question would be.... is Jaspree still around in Shadowrun ;) ..... (and I'm not sure if Vestrial's appearance counts)

if so he's either really, really pissed off or has been turned Mad.

Title: **Re: Earthdawn and Shadowrun**
Post by: **Raven Bloodeyes** on **August 30, 2008, 01:01**

that's exactly the reference I meant... got love Uncle Ancient's site... and all his ED hints in the SR4 stuff.... quality!

Title: **Re: Earthdawn and Shadowrun**
Post by: **Smed** on **August 30, 2008, 16:39**

I miss the early Shadowrun stuff. Tom Dowd's writing, Tim Bradstreet's art, that's Shadowrun to me.

Title: **Re: Earthdawn and Shadowrun**
Post by: **Grinder** on **August 30, 2008, 16:59**

Nigel Findley!

Title: **Re: Earthdawn and Shadowrun**
Post by: **Dammi** on **August 30, 2008, 21:38**

Everyone misses Nigel Findley. :'(

Title: **Re: Earthdawn and Shadowrun**
Post by: **Smed** on **September 02, 2008, 17:53**

I agree. Nigel was great. I loved his work on a couple of the early novels.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=7616.0. It is a snapshot of the page as it appeared on Oct 31, 2011 10:42:42 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: Drucifer on January 09, 2011, 23:06

Title: **Earthdawn Legends archive release**
Post by: **Drucifer** on **January 09, 2011, 23:06**

Tableau Infractus is happy to provide the first of our Internet Content Archives.
(http://i651.photobucket.com/albums/uu239/lord_drucifer/ArchiveCover.jpg)
http://www.4shared.com/document/FP-edb8j/Earthdawn_Legends.html
(http://www.4shared.com/document/FP-edb8j/Earthdawn_Legends.html)

Allen Varney of http://www.allenvarney.com/ (http://www.allenvarney.com/) has given permission to create this archive and allow it to be made available on the Tableau Infractus download site.
http://www.4shared.com/account/dir/w1ZlT8hl/sharing.html?rnd=84
(http://www.4shared.com/account/dir/w1ZlT8hl/sharing.html?rnd=84)

This is an archive of Legends for use with **Earthdawn**. The crunchy bits are for 1st edition, but that should matter little for folks that are looking for ideas.

The intent is to provide an attractive archive for content that is currently available on line but may not always be so. More archives will be added as I get permission to release them.

Enjoy.

Thanks

Dru

Title: **Re: Earthdawn Legends archive release**
Post by: arma on **January 10, 2011, 09:42**

Nice catch ;)

Title: **Re: Earthdawn Legends archive release**
Post by: **Sethariel** on **January 11, 2011, 14:52**

Interesting initiative. Really. PDF's have a better chance of surviving the test of time.

Hasn't there been a PDF of **Earthdawn** Legends already?

http://www.4shared.com/document/nUZXdqha/EARTHDAWN_LEGENDS.html

Title: **Re: Earthdawn Legends archive release**
Post by: **Mordom** on **January 11, 2011, 15:54**

Hey ho,

yep the former release was made by me when I wrote about Fanprojects (http://**earthdawn**.blogspot.com/2008/06/fan-projects.html) (with Alans permission).

But I think the re-release of Dru with the new design is pretty awesome. So why not spread it again with a new design, because I think a lot of new players came thru the release of the 3rd edition and didn't know about the **Earthdawn** legends of Alan yet.

Title: **Re: Earthdawn Legends archive release**
Post by: **Drucifer** on **January 11, 2011, 18:44**

Thanks Mordom, I had not caught that a PDF of the web site has been produce.

When I asked Mr. Varney, he had never mentioned that one had been made. Still very cool to see someone already had a PDF of the site available.

My next archive project is the Barsaive Chronicles. When I approached the author he also had not mentioned if someone else has made a PDF before giving permission to make one.

Time has begun to wear down some of the **Earthdawn** content that has been up on the net in traditional page format that's why I have started making the Archives. Plus if a site is printed as a PDF it will look like a website. The site page count in some cases will be in the hundreds, where a book format might be closer to 90 or so.

Thanks

Dru

Title: **Re: Earthdawn Legends archive release**
Post by: **Dammi** on **January 11, 2011, 19:32**

He doesn't seem to keep track of it. We also have permission to use his stuff (we won't do it however) and (back in my own fandom days) I was allowed to create a PDF as well (which never saw the light of day, however).

Good to see the stuff is still around and kept alive! :thumbsup:

Title: **Re: Earthdawn Legends archive release**
Post by: **Dead Monky** on **January 11, 2011, 19:36**

That's a pretty neat collection. I just downloaded it and am browsing through it as I type this. So far, I'm rather liking it all.

So what is all this from anyway? You'll have to excuse me, I'm a little clueless on the game's publication and fluff histories.

Title: **Re: Earthdawn Legends archive release**
Post by: arma on **January 11, 2011, 19:48**

Quote from: Dead Monky on January 11, 2011, 19:36

> So what is all this from anyway? You'll have to excuse me, I'm a little clueless on the game's publication and fluff histories.

AFAIK/IIRC:
It's part of a (never completed/published) Legends of **Earthdawn** Vol. 3 Allen Varney did for FASA.

Title: **Re: Earthdawn Legends archive release**
Post by: **ED_Chronicler** on **January 11, 2011, 19:55**

Allen Varney is a game author and was slated to write some stuff for **Earthdawn** (most notably a novel about Travar - called Piercing a veil) and I assume the Legends was in line, but due to a number of factors the novel never saw "official" publishing and right about the time that FASA announced the turning out of the lights he put his novel on the Web. A short time later he also put his Legends collection up.

==========

Hmmm, I suspect he hands out permission like candy, at least as far as **Earthdawn** goes. I had permission to put together an Order of Inner Light Sourcebook.

(And Arma has some more detail than I was aware of.)

Title: **Re: Earthdawn Legends archive release**
Post by: **Dammi** on **January 11, 2011, 19:56**

Hiya!

The stuff actually predates the first Legends book and was intended to become sort of an adventure collection. Allen Varney has quite a bunch of old ED stuff on his site, including a novel I liked very much. Check his site here: http://www.allenvarney.com

The city of the novel was changed from "Travar" to "Merron" before release (in german only, curiously) because of issues regarding the description. We have permission to publish it ;D (and even planned to use it as Travar novel at some stage), but didn't get around doing that just yet (too many other things in the pipe).

Best,

Dammi

Title: **Re: Earthdawn Legends archive release**
Post by: **Sethariel** on **January 11, 2011, 19:56**

Quote from: Dead Monky on January 11, 2011, 19:36

> So what is all this from anyway? You'll have to excuse me, I'm a little clueless on the game's publication and fluff histories.

According to the text on Allen Varney's site it's:

Quote

> A large 1994 adventure collection for FASA's **Earthdawn** roleplaying game, offering many legends of the name-giver races of Barsaive with accompanying adventure ideas. Here is a menu of Legends chapters, or you can get the entire 146K Legends document. The **Earthdawn** line editor commissioned this supplement from me and my good friend Don Webb, another Austin writer. After reading the first draft, he changed his mind about what he wanted and ordered a stem-to-stern revision, quite the most extensive I've ever endured. From our second draft he took a few small sections, threw them into another product (Legends of **Earthdawn** Vol. 1), and tossed the rest, incidentally refusing payment for the work he didn't use. Life in the gaming business.

EDIT: Check out the site, just as Dammi writes.

Title: **Re: Earthdawn Legends archive release**
Post by: **ED_Chronicler** on **January 11, 2011, 20:00**

The Novel is a very well written one, character-wise.

Just some very distinct magic theory related issues with it.

Title: **Re: Earthdawn Legends archive release**
Post by: **Dead Monky** on **January 11, 2011, 20:11**

Thanks for the background info.

Title: **Re: Earthdawn Legends archive release**
Post by: **Telarus** on **January 12, 2011, 00:57**

Quote from: ED_Chronicler on January 11, 2011, 20:00

> The Novel is a very well written one, character-wise.
>
> Just some very distinct magic theory related issues with it.

Oh, the magic theory totally isn't "My Barsaive", but it totally was *A Barsaive*. Allen made a metaphysics choice, and knowing that (from studying the first few chapters) made suspending my disbelief very easy. I loved it, but probably wouldn't use certain things in my games. On the other hand, it did help me clarify my metaphysics by making choices of what not to include. And that's just as important to think about.

Title: **Re: Earthdawn Legends archive release**
Post by: **The_Gun_Nut** on **January 12, 2011, 03:55**

What was the metaphysics choice (if it doesn't spoil too much)?

Title: **Re: Earthdawn Legends archive release**
Post by: **Telarus** on **January 12, 2011, 05:31**

I wont get too specific, but it deals with how Disciplines (in the abstract 'archetype' sense) connects to individual Adept Patterns. There were some other things, like leftovers from Ages before the Scourge before this one, which don't really tie into any of the established "ancient history" teasers.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=3595.0. It is a snapshot of the page as it appeared on Oct 15, 2011 13:46:10 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn forum** Text-only version

RedBrick LLC Forums

Earthdawn => Product Feedback => Topic started by: Dammi on May 09, 2008, 07:32

Title: **Earthdawn Special Edition**
Post by: **Dammi** on **May 09, 2008, 07:32**

Hiya!

We've been contemplating producing a special edition of the core rules--in full color and leather bound if possible. The special edition books would be produced the traditional way, so no Print-on-Demand involved. Content will be the same, just with colored backgrounds, and perhaps with a slightly different layout and different art (even if only for the certificate, but likely including several full-page art panels from the good ol' times). All issues would be hand-numbered and signed.

And yes--these would be expensive. We can't say how much (because that ultimately depends on the print run size), but somewhere between $60 and $100 is realistic (per book, not considering shipping). The print run would be limited to the preorders, rounded up to the nearest hundred. I guess it will be a limited edition with 200 books at the most (so yeah, a very rare item).

That said: would you? :)

Best,

Dammi

Title: **Re: Earthdawn Special Edition**
Post by: **Grinder** on **May 09, 2008, 08:52**

:drool:

Title: **Re: Earthdawn Special Edition**
Post by: **Tital** on **May 09, 2008, 09:34**

I explain my "Well, maybe..." :
if it does not come in about two month but more, because i just spent some money in 4 pdf on DTRPG for **Earthdawn**... and i won't pay another book in the next couple of months...

but it seems really beautiful when you speak of it Dammi ! Signed, Leather, numeroted, color... hmmm :dance:

Title: **Re: Earthdawn Special Edition**
Post by: **Tobias** on **May 09, 2008, 09:37**

Sounds really cool. It fits on my list of things the missus can get me for my birthday (currently it has the EDC stuff from LuLu I don't have). Oh and :drool:

Title: **Re: Earthdawn Special Edition**
Post by: **Dammi** on **May 09, 2008, 09:50**

Hiya!

Quote from: Tital on May 09, 2008, 09:34

> if it does not come in about two month but more, because i just spent some money in 4 pdf on DTRPG for **Earthdawn**... and i won't pay another book in the next couple of months...

I think I can safely say that a special edition would not be released before 2009 (if at all, this is just an early survey).

Best,

Dammi

Title: **Re: Earthdawn Special Edition**
Post by: **Mountainshadow** on **May 09, 2008, 10:51**

:drool: I'd order a copy, simply to satisfy my ED-addiction - plus it would be a real showpiece on my bookshelf.
So, bring it on!

Title: **Re: Earthdawn Special Edition**
Post by: **Delthrien** on **May 09, 2008, 13:34**

Well maybe, if...

The use of color didn't make the book unreadable. I've seen (not purchased) books in the past where the publishers went overboard -- so much color and page backgrounds that were so busy, the book was almost unreadable (hence, unusable)

... and for a price tag that large, I'd want it to be obscenely durable. I mean... if I'm gonna have an "heirloom" game book, it needs to to remain intact in order to be passed on... :D

Title: **Re: Earthdawn Special Edition**
Post by: **Tobias** on **May 09, 2008, 13:48**

Quote from: Delthrien on May 09, 2008, 13:34

> Well maybe, if...
>
> The use of color didn't make the book unreadable. I've seen (not purchased) books in the past where the publishers went overboard -- so much color and page backgrounds that were so busy, the book was almost unreadable (hence, unusable)
>
> ... and for a price tag that large, I'd want it to be obscenely durable. I mean... if I'm gonna have an "heirloom" game book, it needs to to remain intact in order to be passed on... :D

On death bed: "This was your granddaddies EDC Special Ed book, its your's now son. Carry on the legacy."

Title: **Re: Earthdawn Special Edition**
Post by: **griton** on **May 09, 2008, 16:11**

You mean "Carry on the Legend"

Title: **Re: Earthdawn Special Edition**
Post by: **Jamz** on **May 09, 2008, 16:29**

Depends on ED v3. If v3 was or is coming, I'd def would buy a it if it was for v3.

I would only invest in this for the current core rulebook IF no other version was going to replace it in the next 2 years. Nothing I hate more than a fancy book that just sits on my shelf, I want to use that puppy!

Title: **Re: Earthdawn Special Edition**
Post by: **werefrog** on **May 09, 2008, 16:37**

Ah, but will we really allow such a book to be passed on? Wouldn't you want to be buried with it?

Title: **Re: Earthdawn Special Edition**
Post by: **werefrog** on **May 09, 2008, 16:41**

Also, The Werefrog would purchase this book if The Werefrog had the money to purchase this book at the time it was published in order to be purchased.

Title: **Re: Earthdawn Special Edition**
Post by: **erossing** on **May 09, 2008, 20:27**

I wouldn't get it for the same material I've already purchased, but if it was for ED3, and came out soon enough to the initial release that I didn't already buy a copy, I'd seriously consider it.

Title: **Re: Earthdawn Special Edition**
Post by: **Crusufix** on **May 10, 2008, 06:17**

I'd be so there with a copy.

I usually like have at least two copies of the rulebooks floating around, one for me and one for the players to abuse (after a year or so that one usually ends up in 3 ring binders).

Since I've not purchased my second copies of EDC I'd relish the chance to have a nice shiny special "GM's" copy!

and yes.. :drool:

Title: **Re: Earthdawn Special Edition**
Post by: **Raven Bloodeyes** on **May 10, 2008, 06:25**

I'm in the "Well, if..." camp, ... ED3, not EDC for me too... unless my salary for my first real job kicks butt, then who knows ;)

Title: **Re: Earthdawn Special Edition**
Post by: **Ridcully** on **May 10, 2008, 11:29**

Well, if ...

... the exchange rate of dollar vs. euro stays as it is, definitely. If not, well, I think I would buy it anyway, just to satisfy my addiction. :drool:

Title: **Re: Earthdawn Special Edition**
Post by: **Tital** on **May 10, 2008, 11:29**

> Didn't think about it but yes, if ED3 is supposed to release 1 year after a leather-colored-book-of-the-killing-death appears... it's a problem for me too

Title: **Re: Earthdawn Special Edition**
Post by: **Jaege** on **May 12, 2008, 17:28**

> Oh yeah, put me down for a copy. I have a personal library with nothing but leather bound books in it.(well all sorts of oddball knick knacks too, a smilodon skull, swords, bits of armor, that sort of thing) That bad boy would get a place of honor on one of the shelves.

Title: **Re: Earthdawn Special Edition**
Post by: **Bleeding Void** on **May 12, 2008, 19:28**

> Give me an Y
>
> Give me an E
>
> Give me a S
>
> Y-E-S !
>
> ;D

Title: **Re: Earthdawn Special Edition**
Post by: **General Ashnak** on **May 14, 2008, 00:55**

> I live on a very tight budget, I am building a house and need to be able to landscape and furnish it yet... I to would prefer ED3 if it was available... EDC is great but I would regret spending that sort of cash when I know that my group would play the new edition!

Title: **Re: Earthdawn Special Edition**
Post by: **Bogie** on **May 14, 2008, 16:27**

> Well, maybe if...
>
> If I could convince the wife that it would look good next to my Special Edition 1e Book and she would let me spend the $$$. :)

Title: **Re: Earthdawn Special Edition**
Post by: **Vagrant Benthos** on **May 14, 2008, 18:19**

> I would be very interested in it, but like the others I would like assurance that ED3 isn't coming out in the next few years. Like someone else mentioned, I don't want to drop a lot of money on a very pretty book to only have it languish on the shelf since a new version of the rules arrived barely a year or two later.

Title: **Re: Earthdawn Special Edition**
Post by: **Jaege** on **May 14, 2008, 19:39**

> How different is ED3 going to be? Does anyone know?

Title: **Re: Earthdawn Special Edition**
Post by: **Dammi** on **May 14, 2008, 20:48**

No. ;)

Title: **Re: Earthdawn Special Edition**
Post by: **ChaosRat** on **May 14, 2008, 20:50**

I choose maybe, depending on the cost and whether it would be 3ED or classic, I would be more inclined to purchase it if it were 3ED

Title: **Re: Earthdawn Special Edition**
Post by: **Dammi** on **May 14, 2008, 21:02**

Hiya!

Just remember everyone, that such a special edition would just be a collector's item.

Best,

Dammi

Title: **Re: Earthdawn Special Edition**
Post by: **griton** on **May 14, 2008, 21:07**

For some it might be a collector's item. Other people like to play with their nice toys. (It seems that most everyone here would rather put a special edition to use (for GM hands only).

Title: **Re: Earthdawn Special Edition**
Post by: **Dammi** on **May 14, 2008, 21:32**

Hiya!

Yeah, that's impression I have, too. Such a thought is alien to me! I have a shelf for special edition books that no one shall touch except me. :D (But I realize I have a book fetish. ^ ^)

Best,

Dammi

Title: **Re: Earthdawn Special Edition**
Post by: **griton** on **May 14, 2008, 22:08**

I still think most people wouldn't let anyone else touch them, but they still want to use them.

Title: **Re: Earthdawn Special Edition**
Post by: **erossing** on **May 14, 2008, 22:11**

Quote from: griton on May 14, 2008, 22:08

> I still think most people wouldn't let anyone else touch them, but they still want to use them.

This is where I am -- what's the fun of having something cool like this if I can't take it to games and show it off?

Title: **Re: Earthdawn Special Edition**
Post by: **Vagrant Benthos** on **May 14, 2008, 22:26**

> Quote from: erossing on May 14, 2008, 22:11
> This is where I am -- what's the fun of having something cool like this if I can't take it to games and show it off?

Most especially if you are trying to sell the game to new players (as in to entice new players to play, not actually sell the game for money, although they may by the books of their own volition :thumbsup:). Black and white books are fine and all, but full color with art panels really grabs folks attention.

Title: **Re: Earthdawn Special Edition**
Post by: **Jaege** on **May 14, 2008, 23:51**

Well, I would have to take it to sessions to show it off, but I would only open the book to show off the artwork. No referencing. thats what my beat up paperback copy is for.

Title: **Re: Earthdawn Special Edition**
Post by: **JongWK** on **June 22, 2008, 09:09**

Holy cow... :o :drool:

If ED3 is not going to make it obsolete too soon, I would probably buy it.

If we're talking about a Special ED3 edition, though, I would definitely buy it.

Also, I intend to use the shiny bastard, so make sure it can survive extensive abuse. :book2:

Title: **Re: Earthdawn Special Edition**
Post by: **believer** on **June 22, 2008, 20:10**

I would totally get a high quality collectors edition.

Title: **Re: Earthdawn Special Edition**
Post by: **JosephDouthitt** on **June 22, 2008, 23:47**

Exciting and I probably couldn't pass it up but I *already* spent over $120 on the two core books not counting shipping and money is extraordinarily tight. $120 is more than my monthly food budget.

Title: **Re: Earthdawn Special Edition**
Post by: **stormcrow** on **June 24, 2008, 22:14**

Hell yeah,

Regardless of whether ED3 was coming out the next week I'd still want it. In fact I'd probably buy a collectors edition for ED3 the NEXT week too, assuming I had the funds. It would go great with my first edition collectors edition currently sitting on my shelf too hehe.

David

Title: **Re: Earthdawn Special Edition**
Post by: **stormcrow** on **June 24, 2008, 22:58**

I should add that the only thing I would not like about this idea is if I for some reason miss it and don't get one!!!!!!

Title: **Re: Earthdawn Special Edition**
Post by: **Hui** on **June 25, 2008, 16:09**

Hi,

if it doesn't cost way above 100 Euro I would most probably buy one...

Cheers Tron

Title: **Re: Earthdawn Special Edition**
Post by: **Apocryphile** on **August 11, 2008, 16:14**

I might consider getting one of these, but there's a lot of if's involved..

if, it's the new edition (as I've just spent a LOT of cash on players guide, GM's guide, name giver& nations vol1, all in one hit upgrading my old books).

if, I get to play ED as much as I hope in my new home (I'm moving to NZ at the end of the month).

if, I can sneak it past my wife (yeah, right!!)..

Title: **Re: Earthdawn Special Edition**
Post by: **Anunnaki** on **August 11, 2008, 22:11**

Hiya,

Quote from: Apocryphile on August 11, 2008, 16:14

> if, I get to play ED as much as I hope in my new home (I'm moving to NZ at the end of the month).

I wish there was more **Earthdawn** played in New Zealand, but you would be best to ask that question on the NZ **forum**: www.nzrag.com (useful contact point if you haven't found it already).

@Offtopic: Where in New Zealand are you going to be located?

Take kaer, James

Title: **Re: Earthdawn Special Edition**
Post by: **Raven Bloodeyes** on **August 11, 2008, 22:20**

He mentioned in another thread moving near to Auckland, but no other specifics...

Title: **Re: Earthdawn Special Edition**
Post by: **Anunnaki** on **August 12, 2008, 01:12**

Thanks Raven ... Just noted that thread. I'll touch base with Apocryphile anyways if he's based in Auckland. J;)

Title: **Re: Earthdawn Special Edition**
Post by: **Crusufix** on **August 13, 2008, 23:20**

> Quote from: Anunnaki on August 12, 2008, 01:12
> Thanks Raven ... Just noted that thread. I'll touch base with Apocryphile anyways if he's based in Auckland. J;)

Sorry for possibly de-railing this thread, but it has to be said...

My daughter has been watching 'That's So Raven' lately, so now every time I see Raven Bloodeyes referred to as Raven I always think to this group of "tween" girls and their earth shattering problems (Oh no! the cafateria isn't serving Iced Mocha's today!! How are we going to get through the day!!) that they must solve.

So now, whenever I see Raven mentioned on these threads I get this image of a group of tween girls trying to figure out the subtle **Earthdawn** rules while worrying about running out of pink highlighter!

Sorry Raven, I couldn't suffer this torture alone.. I'm just not that strong! :D

Title: **Re: Earthdawn Special Edition**
Post by: **stormcrow** on **August 14, 2008, 09:45**

hehehe

Raven uses pink highlighter

hehehe

Title: **Re: Earthdawn Special Edition**
Post by: **Dammi** on **August 14, 2008, 09:52**

> Quote from: Crusufix on August 13, 2008, 23:20
> So now, whenever I see Raven mentioned on these threads I get this image of a group of tween girls trying to figure out the subtle **Earthdawn** rules while worrying about running out of pink highlighter!
>
> Sorry Raven, I couldn't suffer this torture alone.. I'm just not that strong! :D

Excellent... now you have given me a perfect reason to assign him the color Pink in our DOG editing system (sorry, Grinder-girl, looks like you have to trade). The joy!

Best,

Dammi

Title: **Re: Earthdawn Special Edition**
Post by: **Grinder** on **August 14, 2008, 10:36**

:nunu:

Title: **Re: Earthdawn Special Edition**
Post by: **sk8bcn** on **August 14, 2008, 11:57**

I must say I would prefer an EDC3 version. by the way, is it an edc2 or 3?

as a side note, I may buy one even if it was an edc1 version but then it would have to look incredible

Title: **Re: Earthdawn Special Edition**
Post by: **Raven Bloodeyes** on **August 14, 2008, 14:36**

NNOOOOOOOOOoooooooOOOOOoooooooOOOOOOOOoooooooo.....

That's pretty funny though.... :rofl: except for the me using it in DOG part >:(.... ::)

Yeah... "Raven" has kinda become my first name around these parts (which is quite fun), but not having a TV I never made that connection... <sigh>...

Title: **Re: Earthdawn Special Edition**
Post by: **stormcrow** on **August 15, 2008, 17:16**

Quote from: Raven Bloodeyes on August 14, 2008, 14:36

> Yeah... "Raven" has kinda become my first name around these parts (which is quite fun), but not having a TV I never made that connection... <sigh>...

Oh don't lie, we know you record it everyday and that when they have a "Raven day", you call in sick from work and snuggle up in front of the TV with your pink bathrobe,curlers in your hair and a mug of hot chocolate.

Title: **Re: Earthdawn Special Edition**
Post by: **griton** on **August 16, 2008, 03:20**

The only reason Raven's ~~bath~~ magician's robe is pink is because it's supposed to be white but has been stained by the blood dripping from his thorns...

Now... his pink bunny slippers... those are a different story. ;)

Title: **Re: Earthdawn Special Edition**
Post by: arma on **August 16, 2008, 03:28**

I thought it was pink because some types of pink (http://en.wikipedia.org/wiki/Mountbatten_pink) were light-absorbing and practically invisible at night...

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=7124.0. It is a snapshot of the page as it appeared on Nov 1, 2011 09:02:12 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => Sourcebooks => Topic started by: Blackmage777 on April 16, 2010, 06:03

Title: **Earthdawn Third Edition and Classic Sourcebooks Comparison**
Post by: **Blackmage777** on **April 16, 2010, 06:03**

I apologize if this post is redundant, as I am new here and wasn't able to find another post that answers my exact question.

How different are the new versions of the same sourcebooks like Kratas: City of Thieves and the Name-Giver's Compendium from the **Earthdawn** Classic ones? I have several of them and was wondering if it is actually worth getting the Third Edition versions.

Thanks in advance for any insight.

Title: **Re: Earthdawn Third Edition and Classic Sourcebooks Comparison**
Post by: **ED_Chronicler** on **April 16, 2010, 10:35**

Getting a new rpg gaming book.

$25

Going to meet the devlopers of a game publishing company.

$1,200

Supporting the people almost solely responsible for breathing the life giving embers into the pheonix rising from the grave of your favorite RPG game.

Priceless

Title: **Re: Earthdawn Third Edition and Classic Sourcebooks Comparison**
Post by: **PenAgain** on **April 16, 2010, 14:56**

I'll totally take 1200 dollars to meet up with anyone who wants to meet a Developer, although being one of the lower creatures on the totem pole, I imagine I wouldn't yield as much bang for your buck. But hey, it's your money :)

-=-=-
To the point: There's always new content, partly based on mechanics conversions (let us do them so you don't have to!) and partly because the development team is always thinking of new things to add. I also find the ED3 layout much more user-friendly (and gorgeous) than EDC-- but that's entirely a matter of personal opinion.

And of course, what ED_C says is so true: supporting the line is a reward in and of itself. We (the community) benefit from the success of any book, whether it's brand new or an update to an old friend. Together, everyone achieves more...

Title: **Re: Earthdawn Third Edition and Classic Sourcebooks Comparison**
Post by: **werefrog** on **April 16, 2010, 19:11**

The Werefrog love to support the new line. If only The Werefrog had more money to do so.

The Werefrog would find the book worthwhile, even with the rest, because there are some changes to make the stats fit with the new addition. Also, if some item was broken before, it can be fixed in the new version.

Also, you can occasionally get lucky and get the books at a bit of a discount, such as from http://cgi.ebay.com/ws/eBayISAPI.dll?ViewItem&item=220585320515

Title: **Re: Earthdawn Third Edition and Classic Sourcebooks Comparison**
Post by: arma on **April 16, 2010, 19:16**

Quote from: Blackmage777 on April 16, 2010, 06:03

> How different are the new versions of the same sourcebooks like Kratas: City of Thieves and the Name-Giver's Compendium from the **Earthdawn** Classic ones? I have several of them and was wondering if it is actually worth getting the Third Edition versions.

Namegivers of Barsaive has some major rules content from the Name-giver's Compendium revised. The rest has only minor rules conent or of the type you can more easily revise yourself. So Namegiver's is probably worth getting, the rest only if you need the rules, but don't have the time on hand to revise them yourself.

Title: **Re: Earthdawn Third Edition and Classic Sourcebooks Comparison**
Post by: **Blackmage777** on **April 16, 2010, 20:13**

Thanks for the replies, I think I will just stick with the core rulebooks for now and perhaps check out the updated sourcebooks once I really exhaust the options there. I do agree with supporting the company (especially since it is so hard to stand up to the RPG giants) in principle for a great product, but much to my regret the life of a university student doesn't always allow such financial freedom

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=4219.0. It is a snapshot of the page as it appeared on Nov 14, 2011 16:21:49 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by dammi earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: Merfak on January 13, 2009, 18:27

Title: **Earthdawn Vampire?**
Post by: **Merfak** on **January 13, 2009, 18:27**

> Greetings! I'm new on this site, so I'll introduce. I've gamed longer than I'll mention and am well versed in 1st ed and becoming acquainted with these rules(which I love). I'm playing with my teen-age son and members of my old group and recently started a spur game with my son and daughter(she's a preteen).
> So I've planned out an overall theme with them exploring/defending a kear with an adjacent mining town. My main villians shall be vampires and the horror who created them.
> Going through all of my 1stED stuff I have nothing on vampires but I saw someone elude to them as being underpowered and weak in a book I don't have(go figure). That kind of stands to reason to keep horrors on top of the baddie food chain. I plan to adapt from shadowrun but am interested if anyone out there has already got something that works well to challenge players at all levels.
> Thanks for any input.

Title: **Re: Earthdawn Vampire?**
Post by: **werefrog** on **January 13, 2009, 19:00**

> The Werefrog have never seen anything on vampires in any sourcebook which The Werefrog have read.
>
> If you want vampires, you may have to create them yourself.

Title: **Re: Earthdawn Vampire?**
Post by: Dammi on **January 13, 2009, 20:22**

> Hiya!
>
> There are no vampires in **Earthdawn**, despite an example in 1st Edition mentioning one (that was errata'd out very early). The reason was that Vampires would be too powerful due to the blood magic involved. Of course, feel free to make up your own!
>
> Best,
>
> Dammi

Title: **Re: Earthdawn Vampire?**
Post by: **Merfak** on **January 13, 2009, 20:41**

> So it be said, so it be done. Should be fun, PC's Vs. the first vampire Vs. a nasty Horror.

Title: **Re: Earthdawn Vampire?**
Post by: **etherial** on **January 13, 2009, 21:07**

> My version of an **Earthdawn** Vampire is a Nethermantic Blood Magic Experiment gone wrong, where you steal life points from others by drinking their blood, but lose a life point every sunset. Hypothetically, not feeding for a year and a day might stabilize the effect. But that would require draining 367 life points from other Name-Givers. No small task, that.

Title: **Re: Earthdawn Vampire?**
Post by: **Merfak** on **January 13, 2009, 22:33**

> I'm figuring a perversion of the horror power unatural life. Then the horror enjoys the agony of the vampire plus his victims. The two would be aware of each other and the vampire would seek the destruction of the horror to release it from it's torment. The horror gets to thwart any attempted plans of the vampire. I plan to make the vampire a nethermancer to boot and eventually seek the PCs to ease it's suffering thereby saving the town. Maybe.

Title: **Re: Earthdawn Vampire?**
Post by: **ED_Chronicler** on **January 14, 2009, 03:14**

> Well, I vaguely remember touching on this subject with one of my group members years ago, and at some point the best method we determined was using Toughness step.
>
> So, in essence the Vampire would drain toughness step (that a name-giver could recover after time), unless the name giver were dropped down to either 1 or 2 steps, then it would be near impossible to recover naturally. If dropped to 0, then they were killed.
>
> Obviously the Vampire's Toughness step would be the control factor for him, losing 1 step per day.
>
> However, we never got one made, we lost interest shortly after starting. I know we did a bit more than this, but this is all I can remember for certain. I vaguely remember using a talent for the basis of a "Hypnotic Power", but I'm not certain.

Title: **Re: Earthdawn Vampire?**
Post by: **Raven Bloodeyes** on **January 14, 2009, 04:24**

> A friend of mine did vampires in ED with powerful thread magic; basically a variant of Horror Thread that would turn you more and more into a vampire (and one bound to serve your "sire") once turned. He had this process very gradual (taking a long time between uses of the power on any one person), so it was the dramatic focus of a large part of a campaign... a couple in the party slowly being turned while looking for a cure, hunting down the evil vampire, and using the power it gave and being tempted by it.... it was a lot of fun!

Title: **Re: Earthdawn Vampire?**
Post by: **sk8bcn** on **January 14, 2009, 11:29**

> Vampire wouldn't be totally unlogic as vampire's exist in shadowrun.

Title: **Re: Earthdawn Vampire?**
Post by: **Crusader** on **January 14, 2009, 16:01**

> But **Earthdawn** is not Shadowrun, it just bears similarities. Shadowrun doesn't have blood magic, for starters, while a creature that survives on blood and draws power from it would be something nightmarishly powerful in **Earthdawn**.

Besides, we have horrors. Who needs vampires when we have horrors?

Title: **Re: Earthdawn Vampire?**
Post by: **ED_Chronicler** on **January 14, 2009, 16:51**

While, I see your point, consider this: Just because it requires blood for its "survival" doesn't mean that it has unlimited power. It has a "natural" toughness rating that might be say, Step 7, so its supernatural body can't do anything beyond that. If you call that Blood Rating, which deteriorates at 1 per day. This would enable the vampire to draw that blood and fuel its natural powers, but it would have limits.

So if you used a basic template, and toughness as a basis:

Boost (Physical Stat): (*7) - The vampire with this ability can increase a physical statistic by the current Blood Rating.

Just an idea.

Title: **Re: Earthdawn Vampire?**
Post by: **Flowswithdrek** on **January 14, 2009, 20:05**

Quote

> But **Earthdawn** is not Shadowrun, it just bears similarities. Shadowrun doesn't have blood magic, for starters, while a creature that survives on blood and draws power from it would be something nightmarishly powerful in **Earthdawn**.

Shadowrun does have blood magic, though it may differ from **Earthdawn** in how its used and it effects. See the old Aztlan source book, IIRC it details Blood Magic, Donors, Self inflicted damage, Conjuring Blood Spirits, Toxic Blood Magic, Sacrifice etc. In fact Aztlan (old Mexico) is founded on it. Even the great ghost dance in the shadowrun fluff is a form of blood magic.

However I like the fact that **Earthdawn** doesn't have vampires as such, a lot of the denizens of **Earthdawn** are unique and that part of what makes **earthdawn** so special. However there is no reason that a vampire can't actually be a minor horror.

Title: **Re: Earthdawn Vampire?**
Post by: **Fellina** on **January 14, 2009, 20:21**

We introduced vampires into our campaign, though we kept it fairly fast and loose. The vampire in our campaign was originally an NPC thief ally of our party, who got hit by a nasty horror curse/horror mark during the first attempt to take down the big bad horror that was trying to stir up a second Theran War (this was before the release of the Prelude to War campaign, if that gives you an idea of how long ago this was). The horror in question couldn't be killed, but the group Swordmaster had a magical sword that was designed specifically to take down this horror. What happened was we basically fought the horror until it was knocked down, then the swordmaster had to drive the sword through the horror, pinning it down. Once that happened the horror became imprisoned, as the magic of the sword only allowed the swordmaster who was bonded to it to remove the sword. (Oh was she distraught when she realized she would have to leave behind her sword, let me tell you).

The party of course didn't realize what had happened to our NPC ally, they just knew he'd gotten hit by something bad during the fight. We went back to Throal to recuperate, giving the NPC over to the care of questors of Garlen, where he later "died". He later shows up again unwillingly under the control of the imprisoned horror, and basically kidnaps some of the swordmaster's family, holding them hostage until the horror's demands for release are met. So we then had to fight the horror a second time, only this time we dragged along the powerful (yet remorseful) Theran wizard who had freed the horror from its original prison, so he could trap said horror in an extraplanar bubble and

ship it off into the depths of the metaplanes.

Unfortunately for the newly made vampire, although this broke the horror's control of him, it didn't break the curse of vampirism he had on himself. And of course being a thief he was too selfish to just sacrifice himself for the greater good, so he basically vanished to continue his un-life in hiding. We figured that he'd either wittingly or unwittingly create more vampires, but that group broke up shortly afterwards so the campaign never really reached any farther in that storyline.

I don't have the stats we wrote up for the vampires anymore, but I do remember that what we used for the vampiric "curse" was a variant of the Unnatural Life ability of the horrors. The main difference being that the magic to fuel the unnatural life came not from the horror's blood magic itself, but from the vampire's feedings. We never really had any opportunity (or reason) to expand on the stats of the vampire after the campaign petered out, though.

Title: **Re: Earthdawn Vampire?**
Post by: **sk8bcn** on **January 15, 2009, 10:22**

Quote from: Flowswithdrek on January 14, 2009, 20:05

> However I like the fact that **Earthdawn** doesn't have vampires as such, a lot of the denizens of **Earthdawn** are unique and that part of what makes **earthdawn** so special. However there is no reason that a vampire can't actually be a minor horror.

In my **Earthdawn**, I consider there must be vampires somewhere, just not in Barsaive. So I will never develop this in my game.

Title: **Re: Earthdawn Vampire?**
Post by: **Rogan Rubyeye** on **January 15, 2009, 13:49**

Quote from: Flowswithdrek on January 14, 2009, 20:05

> Quote
>
> > But **Earthdawn** is not Shadowrun, it just bears similarities. Shadowrun doesn't have blood magic, for starters, while a creature that survives on blood and draws power from it would be something nightmarishly powerful in **Earthdawn**.
>
> Shadowrun does have blood magic, though it may differ from **Earthdawn** in how its used and it effects. See the old Aztlan source book, IIRC it details Blood Magic, Donors, Self inflicted damage, Conjuring Blood Spirits, Toxic Blood Magic, Sacrifice etc. In fact Aztlan (old Mexico) is founded on it. Even the great ghost dance in the shadowrun fluff is a form of blood magic.

True enough, although Blood Magic as described in those **Shadowrun** products is more akin to the darker side of Blood Magic in **Earthdawn** and basically evolved because **Earthdawn** introduced the concept around the same time those **Shadowrun** products were originally designed/released. You could also say that cyberware is **Shadowrun's** version of the Blood Charms as implanting it eats away at a character's life force (Essence Attribute) which is also what Sixth World vampires consume to survive - the blood/flesh acts as a medium for the Essence transfer, which can also only be achieved during strong emotional stimulus in the victim. The emotional requirement during "feeding" relates this creature to the Horrors. So maybe vampires originated with a certain Horror that passed on its secrets to other Name-givers who wanted immortality and thus cursed them. There are several similarities between that and the Ghouls who are a strain variation of HMHVV in **Shadowrun** too.

Another thought; if you consider that vampirism in **Shadowrun** (via the orginality of HMHVV) changes many of the player races (metatypes) into different forms, then it should do the same to the different Name-giver races of **Earthdawn** too. Maybe it started out as a strange mutation of a certain Name-giver's genepool, perhaps even evolved with their isolation during the Scourge. More likely it is the result of the Horrors though...

Title: **Re: Earthdawn Vampire?**
Post by: **Merfak** on **January 15, 2009, 20:51**

ED Chronicler, thanks for the toughness link. That is definitely useful.
My plan is that the vampires were empowered by a horror and have been holed up in a kear since the scourge, keeping the population controled as a food supply until it is uncovered by the PCs. Make them just powerful enough to challenge the PCs. All this is down the road. My daughter has to catch hang of the game mechanics first.

Title: **Re: Earthdawn Vampire?**
Post by: **IKerensky** on **January 30, 2009, 08:56**

Well the potential for Vampires to exist in ED is pretty large. The trick is that the 3 zones where they usually coming from are not depicted in any supplement (Carpathes are between Vastergothia and Vivane, South America and Asia aren't evocated in more than a few words).

I think thoses creature should exist somewhere but they are rare and such powerfull beings, with power acquinted to thoses of the horrors.

Another pist should be Immortals Humans (Dragon-Kin or not), using Sacrificying Blood Magic to sustain and prolunge their natural life but doing so was modifying their true pattern and turn them into un-life. The Blood Sacrifice so sustain their Crubbling Pattern, a bit like the Blood Wood..

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=2605.0. It is a snapshot of the page as it appeared on Nov 29, 2011 06:04:29 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn forum** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: Phoenix Hawk on July 08, 2007, 20:31

Title: **Earthdawn Wiki?**
Post by: **Phoenix Hawk** on **July 08, 2007, 20:31**

Howdy all. I've been trying to find an excellent online resource for random aspects of the **Earthdawn** setting. I've found an **Earthdawn** wiki in german (http://www.**earthdawn**-wiki.de/) but have not been able to find an english equivalent. Other than using online translation programs, is there an English Wiki out there?

Title: **Re: Earthdawn Wiki?**
Post by: **Dammi** on **July 08, 2007, 20:34**

Hiya!

Nope, there isn't. And (if not moderated), such a thing is always borderline on legal issues.

Best,

Dammi

Title: **Re: Earthdawn Wiki?**
Post by: **ED_Chronicler** on **July 08, 2007, 21:21**

But since you have found this resource why not ask.

What mayhap are you looking for?

Title: **Re: Earthdawn Wiki?**
Post by: **Phoenix Hawk** on **July 09, 2007, 17:37**

Quote from: ED_Chronicler on July 08, 2007, 21:21

> But since you have found this resource why not ask.
>
> What mayhap are you looking for?

Mostly something that goes over the probabilities of exploding dice. My new players are having a hard time abstracting how much they'll go up in skill every step compared to their usual game of Exalted. There used to be a discussion on this in the player forums, but it seems to have vanished with the **forum** updates....(unless I'm just confused).

As far as potential legal issues, that's pretty understandable given copyright laws.

Title: **Re: Earthdawn Wiki?**
Post by: **griton** on **July 09, 2007, 17:48**

I've got a fairly large excel sheet that covers all 1 and 2 dice combinations as well as many (if not all) 3 dice combinations. It also looks at every step number and includes a graph showing the probability of rolling a particular number. With a little modifications, it can easily show the probabilities of success at a given difficulty number.

Title: **Re: Earthdawn Wiki?**
Post by: **Dammi** on **July 09, 2007, 18:15**

Hiya!

Quote from: Phoenix Hawk on July 09, 2007, 17:37

> Mostly something that goes over the probabilities of exploding dice. My new players are having a hard time abstracting how much they'll go up in skill every step compared to their usual game of Exalted. There used to be a discussion on this in the player forums, but it seems to have vanished with the **forum** updates....(unless I'm just confused).

Summon Mataxes, he has what you want. His Spell Defense is 12*, so you might be able to squeeze a Service out of him without resorting to a Contest of Wills.

Best,

Dammi
*) With his pants down.

Title: **Re: Earthdawn Wiki?**
Post by: arma on **July 09, 2007, 22:13**

Whew... I'm **so** submitting this as an item for the Codex... Pants of the Lore Merchant...

Quote from: Phoenix Hawk on July 09, 2007, 17:37

> Mostly something that goes over the probabilities of exploding dice. My new players are having a hard time abstracting how much they'll go up in skill every step compared to their usual game of Exalted. There used to be a discussion on this in the player forums, but it seems to have vanished with the **forum** updates....(unless I'm just confused).

The basics are (though I guess Mataxas can do it in his sleep by now, he'll have the complicated parts then so he will have to open his eyes for this one):

With every additional step, your average roll also rises by 1.
The average roll for step 8 is 8. The average roll for step 9 is 9.
This also means that you got a 50% chance to beat a target number of 8 with a step of 8.
And a 50% chance to beat a 9 with step 9.
(it is not absolutely correct, but very close).

If you have two or more dice in a step, they tend to equal each other out. One might have a low result, the other a high, you're in the middle again. Sometimes both are low, sometimes both are high, of course.

So, exploding dice:
A die has a chance to explode (*eg*) that depends on how "big" it is, how many sides it has.
This is: 1:number of sides
A D6 has a chance of 1:6 to explode, which is 16,67% (it will explode on a 6, which is 1 of 6 possible results)
To determine how likely it is that one die explodes several times, you simply multiply the number of sides by the number of rolls. Classic example: D12/step 7, often Initiative step for starting characters or low-circlers.

It has a 1:12 chance to explode, or 8,33%
If the player actually rolls this, his chance to have another exploding die is again 1:12.
The overall chance to get this (before rolling, say you rolled 24 for the opponent, he wants to beat it) is 1:(12x12) or 1: 144... 0,69%...

Of course, not the same for all types of dice. As a D6 has a chance of 1:6, getting two bonus dice is 1:36, or 2,78%.
then again, you're only at a result of 12 at this point, not 24.

So, smaller dice have a higher chance to explode, while they do not have such high results if they do.

Actually, Dammi/Mataxas, what about having an article for this topic?

Title: **Re: Earthdawn Wiki?**
Post by: **Phoenix Hawk** on **July 10, 2007, 03:37**

Thanks for the replies so far, everyone. I'm comfortable with single die calculations, but for some reason I can't wrap my head around what changes when one starts using 2 dice or more. The topic came up after some mooks got a 44 on initiative-using a d8.
(1 in 32768 if my english major math is right, absent unknown factors) the same round after another's d10 managed to score a 31.

...I'm pretty unused to forums in general. Would it be better to start a new topic that's relevant to the topic (possibly involving a Mataxas summons) , or is it possible to change the title of this and keep the replies?

Title: **Re: Earthdawn Wiki?**
Post by: **Mataxes** on **July 10, 2007, 04:13**

Somebody rang?

Arma hit the basics pretty well -- the Step Number is the average result you can expect when rolling the Action Dice, factoring in the possibility of exploding dice.

The chances of getting higher results are fairly standard as well. When rolling a step, the chances of getting certain result levels (approximately) are:

Average -- 50%
Good -- 15%
Excellent -- 7%
Extraordinary -- 3%

As a more concrete example, with a Step 8, the chance of getting:
3 or better (Poor) -- 97.22%
8 or better (Average) -- 47.22%
13 or better (Good) -- 16.67%
16 or better (Excellent) -- 7.64%
20 or better (Extraordinary) -- 3.01%

With Step 16:
8 or better (Poor) -- 86.88%
16 or better (Average) -- 50.23%
24 or better (Good) -- 14.31%
29 or better (Excellent) -- 6.70%
35 or better (Extraordinary) -- 3.23%

Broadly speaking, going up one step increases the chance of success against a given difficulty number by about 3%. Certain combinations of step and difficulty number are

better (or worse) than others -- for example, for DNs between 14 and 19, going from Step 13 to Step 14 results in about an 11% chance of success against a given target number... while DNs from 5 to 8 actually result in about a 3% *less* chance of success.

Title: **Re: Earthdawn Wiki?**
Post by: **Dammi** on **July 10, 2007, 04:50**

Hiya!

Quote from: arma on July 09, 2007, 22:13

> Actually, Dammi/Mataxas, what about having an article for this topic?

Sounds like a good idea to me. I'll bounce this with Josh and see what we can cobble together.

Best,

Dammi

Title: **Re: Earthdawn Wiki?**
Post by: **Mataxes** on **July 10, 2007, 05:50**

Quote from: Phoenix Hawk on July 10, 2007, 03:37

> The topic came up after some mooks got a 44 on initiative-using a d8.
> (1 in 32768 if my english major math is right, absent unknown factors)

Your math is a bit off. The chances of a 44 (or better) coming up on a single exploding d8 roll:

1/8 (first roll) total: 8
1/8 (2nd roll) total: 16
1/8 (3rd roll) total: 24
1/8 (4th roll) total: 32
1/8 (5th roll) total: 40
5/8 (6th roll, 4 or better) -- 44+

1/8 * 1/8 * 1/8 * 1/8 * 1/8 * 5/8 =
5 / 8^6 (8 raised to the 6th)

or

5 / 262,144 (about 0.0019 %, or 1 in about 52,500)

A long shot to be sure, but within the realm of possibility.

Quote

> the same round after another's d10 managed to score a 31.

That's a bit more likely:

1/10 * 1/10 * 1/10 * 10/10 (3 rolls of 10, on the last roll any result reaches 31).

1 / 10^3 (0.1 % or 1 in 1,000)

Still not exactly *likely*, but with the number of dice rolls that occur over the course of several sessions, it will happen from time to time.

Quote from: Dammi on July 10, 2007, 04:50

> Quote from: arma on July 09, 2007, 22:13

> Actually, Dammi/Mataxas, what about having an article for this topic?
>
> Sounds like a good idea to me. I'll bounce this with Josh and see what we can cobble together.

I think an article with visual aids (aka pretty pictures) would be possible. I've been meaning to write one for a couple of years now, I just hadn't gotten around to it. The exploding dice make things a little more complicated, but not a whole lot. A spreadsheet program makes it pretty easy to calculate, once you've got the single-die steps down.

Title: **Re: Earthdawn Wiki?**
Post by: **Dammi** on **July 10, 2007, 05:50**

Hiya!

Quote from: Phoenix Hawk on July 10, 2007, 03:37

> ...I'm pretty unused to forums in general. Would it be better to start a new topic that's relevant to the topic (possibly involving a Mataxas summons) , or is it possible to change the title of this and keep the replies?

It would be better (and perfectly okay) to start a new topic. Makes finding things easier later on. :-)

Best,

Dammi

Title: **Re: Earthdawn Wiki?**
Post by: **griton** on **July 10, 2007, 16:28**

Quote from: Mataxes on July 10, 2007, 05:50

> I think an article with visual aids (aka pretty pictures) would be possible. I've been meaning to write one for a couple of years now, I just hadn't gotten around to it. The exploding dice make things a little more complicated, but not a whole lot. A spreadsheet program makes it pretty easy to calculate, once you've got the single-die steps down.

Let me know if you want the spreadsheet I have. Or if you want any help with the article.

Title: **Re: Earthdawn Wiki?**
Post by: **Phoenix Hawk** on **July 10, 2007, 16:53**

Nods at several suggestions. I"ll start a new topic. In the meantime, thanks for the help everyone (and I know several people who would be interested in that article...)

Title: **Re: Earthdawn Wiki?**
Post by: **Phoenix Hawk** on **July 10, 2007, 17:11**

Quote from: griton on July 09, 2007, 17:48

> I've got a fairly large excel sheet that covers all 1 and 2 dice combinations as well as many (if not all) 3 dice combinations. It also looks at every step number and includes a graph showing the probability of rolling a particular number. With a little modifications, it can easily show the probabilities of success at a given difficulty number.

I forgot to ask earlier, but would it be possible to get said excell sheet from you? I can pm you my email if necessary.

Title: **Re: Earthdawn Wiki?**
Post by: **Phoenix Hawk** on **July 10, 2007, 17:23**

Also: Dammi/ Mataxes-do you want me to solicit possible help for said article in potentia in the new thread or do the two of you have it covered?

Title: **Re: Earthdawn Wiki?**
Post by: **griton** on **July 10, 2007, 17:46**

Yeah, anybody that wants the file can PM me their email address. I haven't done a whole lot of modifications on it, but if you let me know what kind of information you're specifically looking for, I can alter it as need be.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=7128.0. It is a snapshot of the page as it appeared on Oct 2, 2011 04:45:46 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by dammi earthdawn** Text-only version

RedBrick LLC Forums

RedBrick Forums => General => Topic started by: spongeclip on April 19, 2010, 14:13

Title: **Earthdawn, Shadowrun, Equinox... Question**
Post by: **spongeclip** on **April 19, 2010, 14:13**

So I started with shadowrun and then **Earthdawn** and just started reading the very limited material available for equinox.

Earthdawn and shadowrun were both originally created by FASA.

My question is who had the brilliant idea to make completely different game systems? Wouldn't it make more sense if both, soon to be all three, games/game worlds used the same set of mechanics?

I love shadowrun and **earthdawn** and plan on buying equinox too whenever it comes out. But It just seems weird that these three quasi-connected worlds/games all have different core mechanics. The Dice pool mechanics used in shadowrun/storyteller(not nWOD) are my favorite game mechanics (I've created my own d10 based homebrew dice pool system and convert nearly everything to this system - except **earthdawn** - but including fading suns) but after discovering **Earthdawn** - The system for it is fresh and unique and seems integral to the environment and I like it.

Inevitably gaming nutjobs are going to want to do, or at least see the potential for, crossover campaigns or the grandfathering in of legendary relics immortal spirits or undying immortal villains or whatever else the twisted minds of gamers can pull from the netherworlds. Multiple systems seems to make this difficult.

So was there like a lack of planning involved or intentional planning? Maybe some subtle universal constants are effected in the change from one age to the next rendering it possible in some obscure way for me to justify the change of system? Has anyone ever done crossover campaigns, conversions with any success?

It seems like originally there was some grand design to make things like this possible - so why make it difficult?

Title: **Re: Earthdawn, Shadowrun, Equinox... Question**
Post by: Dammi on **April 19, 2010, 14:50**

Hiya!

A game system adds a certain flavor to the game experience as a whole, which is something a universal system cannot achieve (IMO, YMMV).

Earthdawn was created years after Shadowrun. While I don't know the reasons why FASA didn't use the SR system for ED back in the day, I can imagine that what I said above played a major role in that decision.

For Equinox, we originally intended to use an improved version of the Step System but found out that it didn't fit the flavor we were going for during the initial playtest. We

turned to build a new system that did this instead. (A number of ideas we tested in Equinox found their way into ED3, so that effort wasn't lost completely.)

Hope this helps,

Dammi

Title: **Re: Earthdawn, Shadowrun, Equinox... Question**
Post by: **spongeclip** on **April 19, 2010, 17:03**

I can understand how game mechanics can influence the flavor of the game to a certain to degree moreso than a universal system. I don't know if I agree that it is better however - not to say that I don;t agree with it - I just need to think about it more to form an opinion. Even better maybe i don't need an opinion on the matter or have a need to choose one over the other. :coffee:

But i look forward to equinox. Spent the last few months trying to get the gumption to play shadowrun in space but now it looks like RBL is answering my wishes and saving alot of work. I just hope I like the system - that will be my largest deciding factor on whether or not i play it.

But **Earthdawn** is on full bore until Equinox lands.

Title: **Re: Earthdawn, Shadowrun, Equinox... Question**
Post by: Dammi on **April 19, 2010, 17:25**

Quote from: spongeclip on April 19, 2010, 17:03

> I can understand how game mechanics can influence the flavor of the game to a certain to degree moreso than a universal system. I don't know if I agree that it is better however - not to say that I don;t agree with it - I just need to think about it more to form an opinion. Even better maybe i don't need an opinion on the matter or have a need to choose one over the other. :coffee:

That's the point--it's all highly subjective and also depends on the group, gamemaster and what they do with it. You can't please everyone either.

Also, if you publish a new game with an existing system, you scare away those who hate it already (some of who might give it a new try otherwise).

Title: **Re: Earthdawn, Shadowrun, Equinox... Question**
Post by: **jukibu** on **April 19, 2010, 18:25**

I agree that a new game like Equinox benefits from a new game system. I wouldn't be that interested in it if it was like Shadowrun or **Earthdawn**, just in another world setting.

I also agree that crossovers from Sadowrun to **Earthdawn**, and soon Equinox as well, are both very cool and not so easy to do as far as rules and stats are concerned.

A crossover book would be very nice- dealing with connections between the games, integrating ED items and story into the Shadowrun universe, and so on, but since Red Brick isn't doing Shadowrun (may be in the distant future? ::)) I guess that's not a project for the brick? There is a bit of material in the web, but an official book would be very sexy indeed! :wink:

Title: **Re: Earthdawn, Shadowrun, Equinox... Question**
Post by: **Flowswithdrek** on **April 19, 2010, 19:27**

Quote from: jukibu on April 19, 2010, 18:25

> I agree that a new game like Equinox benefits from a new game system. I wouldn't be that interested in it if it was like Shadowrun or **Earthdawn**, just in another world setting.

That sums up my thoughts exactly.

Title: **Re: Earthdawn, Shadowrun, Equinox... Question**
Post by: **spongeclip** on **April 19, 2010, 19:37**

> Quote from: jukibu on April 19, 2010, 18:25
>
> A crossover book would be very nice- dealing with connections between the games, integrating ED items and story into the Shadowrun universe, and so on, but since Red Brick is doing Shadowrun (may be in the distant future? ::)) I guess that's not a project for the brick? There is a bit of material in the web, but an official book would be very sexy indeed! :wink:

Yes please RBL purchase the license for shadowrun when catalyst loses it.

Title: **Re: Earthdawn, Shadowrun, Equinox... Question**
Post by: **werefrog** on **April 19, 2010, 22:17**

Although it would be nice if they were to take over the license, we should be careful not to ask them to take on more than they can handle.

Earthdawn rules. If they split themselves too far, though, **Earthdawn** might not rule so much anymore.

Title: **Re: Earthdawn, Shadowrun, Equinox... Question**
Post by: **spongeclip** on **April 19, 2010, 22:34**

> Quote from: werefrog on April 19, 2010, 22:17
>
> Although it would be nice if they were to take over the license, we should be careful not to ask them to take on more than they can handle.
>
> **Earthdawn** rules. If they split themselves too far, though, **Earthdawn** might not rule so much anymore.

Thats a really good point. I just thought it would be nice if one company controlled the rights to both (all three) games.

I'm on the dumpshock forums and I followed the Catalyst games scandal for a bit on dumpshock and despite the problems - Shadowrun, as a franchise, makes a lot of money. So it would be a good business move for any company to purchase the license to shadowrun.

But you're right, RBL is doing wonderful things with **Earthdawn** and I wouldn't want them to spread themselves too thin.

Title: **Re: Earthdawn, Shadowrun, Equinox... Question**
Post by: **Flowswithdrek** on **April 19, 2010, 22:38**

Personally I think RedBrick could handle it no problem, though I imagine a Shadowrun licence comes with an enormous price tag.

RedBrick don't have to do the writing themselves with the current **EarthDawn** development team, there is a perfectly good SR line developer and dozens of freelance authors already out there, so it shouldn't impinge on the current **Earthdawn** writers. RedBrick would just need someone to manage the Shadowrun team. See how easy I am making it sound ;). Most of all Shadowrun needs a trustworthy company to take it forward which from my knowledge RedBrick appears to be.

Then the scourge gets re-enacted when 10 000 Dumpshockers descend on the RedBrick Forums ;D

Title: **Re: Earthdawn, Shadowrun, Equinox... Question**
Post by: **jukibu** on **April 19, 2010, 22:54**

How wicked would that be!!

:smokin:

Title: **Re: Earthdawn, Shadowrun, Equinox... Question**
Post by: **EpicEDGM** on **June 23, 2010, 13:35**

@Spongeclip

I have done cross-over campaigns, where I had immortals of some type teach players new phys ad powers that mimicked talents from **earthdawn**. I also had a player play a t'skrang in shadowrun using the rules for SURGE. It is possible to do crossovers but yes it is difficult. I find however that if you really want to do it, even without changing the systems, it can be done.

Title: **Re: Earthdawn, Shadowrun, Equinox... Question**
Post by: **Rogan Rubyeye** on **June 30, 2010, 21:05**

Well, it looks like Catalyst have hung onto the SR license for the time being. But to get back onto topic here about different systems between the game worlds, well, I think that having a different system adds so much more individualtity and flavour.

As long as the rule mechanic systems work for the style of game, its background, and are balanced, then I don't really see this as a problem. I mean, if anything doesn't jibe with me as a GM and I think I can do better, then I will - I'll create my own rules and interpretations for my own games. (And likely spout my upgrades and ideas on message boards and at conventions and in writing proposals...)

In fact, I believe that's what many GMs do already - create house rules to better apply the game to their style of play. Whilst I shudder at the idea of someone making ED a D20 system, if it suits their group go for it. Heck, I'll even read through and analyse other systems and if something about them seems good for adaption, I'll "borrow" it and incorporate it into my games. Admittedly, this can sometimes be a bit of hard work - try back cataloging the entire 20 year run of sourcebooks for, say, Shadowrun. Time consuming enough to compile all the equipment let alone convert the rules into a different system. Yet, not beyond possibility for a dedicated (obsessive) GM/enthusiast.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=6486.0. It is a snapshot of the page as it appeared on Nov 29, 2011 11:02:53 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn forum** Text-only version

RedBrick LLC Forums

Earthdawn => Core Rules => Topic started by: Logon on August 13, 2009, 13:24

Title: **ED3 Player's Guide page 134, Spell Matrix Table**
Post by: **Logon** on **August 13, 2009, 13:24**

Player's Guide page 134, Spell Matrix Table :

- What the Maximum Available column means ?
- There is no Circle column despite the text on line 3 page 135.

PS: the errata system doesn't work on Firefox 3.0.13 nor IE 7.0.5730.13 because the verification code doesn't appear.

Title: **Re: ED3 Player's Guide page 134, Spell Matrix Table**
Post by: **Dammi** on **August 13, 2009, 14:35**

Note: Verification image discussion moved here (http://www.redbrick-limited.com/cms/forum/index.php?topic=6487.msg91520#new).

Title: **Re: ED3 Player's Guide page 134, Spell Matrix Table**
Post by: arma on **August 13, 2009, 16:31**

Quote from: Logon on August 13, 2009, 13:24

> Player's Guide page 134, Spell Matrix Table :
>
> - What the Maximum Available column means ?
> - There is no Circle column despite the text on line 3 page 135.

I had already entered this into the errata system, but it might have not been "published" yet because there's a tag for layout in the message IIRC (@Dammi, please have a look again? And tell me if I should re-submit the entry.).

The minimum Circle is no longer required, please disregard.

The Maximum Available is how many of the matrix type you can have as a talent (talent only, other sources like Matix Objects don't count). This serves to not unbalance spellcasting by learning tons of low-ranked matrices via Versatility or additional disciplines.

Title: **Re: ED3 Player's Guide page 134, Spell Matrix Table**
Post by: **Dammi** on **August 13, 2009, 17:44**

Hiya!

I haven't been able to look at the latest errat yet, but will shortly.

Best,

Dammi

Title: **Re: ED3 Player's Guide page 134, Spell Matrix Table**
Post by: **Ratpick** on **August 23, 2009, 08:59**

Hey, a complete **Earthdawn** newbie here. I actually had the exact same question as the original poster, but apparently that has been addressed in the errata.

Speaking of which, where can I find this errata?

Title: **Re: ED3 Player's Guide page 134, Spell Matrix Table**
Post by: arma on **August 23, 2009, 09:19**

Visit the page of the product via the nav bar at the top (Products -> **Earthdawn** -> clicking one of the pics), scroll down, there you see a "show errata" button.

You won't find the errata in question here at the moment, though, the wording is not confirmed yet I think.

Title: **Re: ED3 Player's Guide page 134, Spell Matrix Table**
Post by: **Ratpick** on **August 23, 2009, 13:27**

Quote from: arma on August 23, 2009, 09:19

> Visit the page of the product via the nav bar at the top (Products -> **Earthdawn** -> clicking one of the pics), scroll down, there you see a "show errata" button.
>
> You won't find the errata in question here at the moment, though, the wording is not confirmed yet I think.

Thanks. :)

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=7369.0. It is a snapshot of the page as it appeared on Nov 2, 2011 23:37:38 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn forum** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: Flowswithdrek on August 14, 2010, 17:13

Title: **ED 3rd Edition – True Shot Talent**
Post by: **Flowswithdrek** on **August 14, 2010, 17:13**

Hi,

I have my **Earthdawn** group back together and finally completed Ardayan's Revenge (albeit a bit un-heroically). But the question came up about the True Shot talent during the game.

Does the True Shot Talent work if the Archer is blind, or for whatever reason cannot see e.g. is subject to the Ethereal Darkness spell? Or is it suffice that the Archer knows the target is there?

Now for total darkness there is a -5 penalty to sight based action tests, so I guess the next question is True Shot a sight based test?

And finally in the True Shot talent description on Page 84 it states "very effective when used in combination with the Blind Fire talent" however, I can't seem to locate a description of the Blind Fire talent. Is this missing or is the text left over from another edition, or am I just blind (which would be amusing considering the nature of the question).

Ps I did a word search on the errata and done a **forum** search to no avail.

Cheers

Title: **Re: ED 3rd Edition – True Shot Talent**
Post by: arma on **August 14, 2010, 18:52**

Blind Fire is a Warden talent, so it's in the Player's Companion (specific, non-list references without page numbers usually indicate something is in the Companion, as the page numbers couldn't be determined when the Guides were in layout).
Blind Fire "lets you pretend" you see the target for a number of rounds, it negates Darkness modifiers.

Now, practically everything you do to act against someone else is sight-based. To hit someone, you got to see them.
You can take a guess and attack blindly, which applies a Darkness modifier.

So, you can use True Shot against someone you don't see, but take a penalty to the test.

Title: **Re: ED 3rd Edition – True Shot Talent**
Post by: **Flowswithdrek** on **August 14, 2010, 19:48**

Thanks Arma.

Never thought of looking in the Player's Companion (which I do have) Doh!

Title: **Re: ED 3rd Edition – True Shot Talent**
Post by: **sirserafin** on **September 16, 2010, 15:56**

Hi,

I've got two questions today.

First. Can we use True Shot talent with throwing weapons?

Second. The rules say that we cannot use Called Shot combat option to get Armor-defeating Hits but what if we hit target character in his head and he has no helmet or hands not covered by gloves? Does his armor still provide protection and armor rating has to be substracted from rolled damage? Do we get any kind of benefit for such hits?

Title: **Re: ED 3rd Edition – True Shot Talent**
Post by: arma on **September 16, 2010, 16:59**

1: Yes. Same for almost all archer talents and abilities (only two or so are directly tied to bolts and arrows, for example Flame Arrow), you can pretty much leave your missile weapons at home in ED3.

2: Armor Protects, no benefits from called shots. Because:
ED assumes you *always* try to go for the armor's weak spot or a spot without any armor when attacking. On *every* attack. In that way, every attack is an attempt to hit the enemy in the eye. You do only succeed at that on an Excellent Result, however. What that Excellent Result means, hitting an unarmored spot or penetrating the armor or hitting in a fashion so the armor offers no benefits (chain maille hit by blunt force for example) is left open. You somehow bypass armor, that's what matters. Because your attack roll is high enough. Not because you said you were aiming for the eye. Because you'd always go for the weak spot anyway.
Because Result Levels are so important to the Step System and because there's a few new things tying into them, the opportunity to just ignore them has been removed (it shouldn't have been there all along anyway).

It's similar to how ED assumes you're always automatically dodging even if you don't use avoid blow (because your physical defense is based off of your DEX and the ability to move, e.g. it gets penalized when you can't move freely, or bonuses to it may end when your movement becomes restricted).

Title: **Re: ED 3rd Edition – True Shot Talent**
Post by: **Crusader** on **September 17, 2010, 18:58**

I use the same riles arma, but it makes me wonder... why offer the option if there's no benefit?

Title: **Re: ED 3rd Edition – True Shot Talent**
Post by: arma on **September 17, 2010, 20:41**

Called Shot is used for some other things, for example attacking weapons to damage them, attacking Shaman fetishes, or in ship combat.
It has its uses, but it doesn't have a use in just any situation (most combat options do, but a couple are specific).

While the examples above could all have had their own individual rules, we retained

Called Shot as an option as to have an easy reference (instead of putting it in every rule that uses Called Shots in gull), so it can form a guideline for the GM in situations where attacks may be considered more difficult (very small stationary targets for example, there's no Physical Defense but a normal DN), and with the knowledge in mind that there may one day be more crunchy armor rules with hit locations and different armor values for different parts of the body, or some mini-game in an adventure where doing it the hard way may be a called shot, etc..
So mostly, because it's a good thing to have to fall back on.

Title: **Re: ED 3rd Edition – True Shot Talent**
Post by: **sirserafin** on **September 17, 2010, 22:56**

Yesterday, during session my party fought with dozens of cadavermen. At some point we figured out that we have few bottles with oil. Warrior threw bottle above group of cadavermen and my Archer used Called Shot combat option, True Shot talent and Flame Arrow talent combo to make flaming rain. It had more role-playing than mechanical meaning (we had to escape because of their number) but it was nice idea (and we have some fun as players).

About extra benefits... If you use Damage to a Limb optional rule using Called Shot has some sense - you, not GM choose what your character hit (however rolling sufficient high damage to hurt a limb is another story).

Title: **Re: ED 3rd Edition – True Shot Talent**
Post by: arma on **September 17, 2010, 23:14**

Both very good situations and examples.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=7381.0. It is a snapshot of the page as it appeared on Nov 27, 2011 16:19:00 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by dammi earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: stardotstar on August 23, 2010, 18:24

Title: **Encounter Building**
Post by: **stardotstar** on **August 23, 2010, 18:24**

My first question is, can you search on these boards? I looked in all the usual places, but couldn't find a search feature.

Now my actual problem. I recently acquired a friends **Earthdawn** 1st edition collection and reading through it brought back fond memories of playing when I was younger. I love the world and all of its flavor, but I'm a little leery of the amount of work required to prepare an adventure. Is there a quick way to figure out what kind of challenges are circle appropriate? Can you do it based off of how many legend points a creature is worth? I'd love to hear how different people go about encounter design in the **Earthdawn** system.

Slight aside, is the combat clunky at all? Reading through the rules, it seems like combat could bog down with having to roll initiative each round.

Title: **Re: Encounter Building**
Post by: Dammi on **August 23, 2010, 18:55**

Hiya!

Quote from: stardotstar on August 23, 2010, 18:24

> My first question is, can you search on these boards? I looked in all the usual places, but couldn't find a search feature.

Try the "Forums" menu above--you'll also find the forums other features there.

Quote from: stardotstar on August 23, 2010, 18:24

> Now my actual problem. I recently acquired a friends **Earthdawn** 1st edition collection and reading through it brought back fond memories of playing when I was younger. I love the world and all of its flavor, but I'm a little leery of the amount of work required to prepare an adventure. Is there a quick way to figure out what kind of challenges are circle appropriate? Can you do it based off of how many legend points a creature is worth? I'd love to hear how different people go about encounter design in the **Earthdawn** system.

You can do that, but ED1's Creature Award values are a bit off sometimes.

Quote from: stardotstar on August 23, 2010, 18:24

> Slight aside, is the combat clunky at all? Reading through the rules, it seems like combat could bog down with having to roll initiative each round.

That really depends on the group. In my experience, the real time eaters are:

- Announcing actions separately from resolving them (fast way is to let everyone do what they want when their Ini comes up, the speed increase is superior to the tactical one).
- Thinking about what to do and what talents to use when it's your turn (worse when players don't know their Talents and Spells very well).
- Looking for your the dice when it's your turn (many people need an awesome amount of time figuring out what a D8 and a D10 is, even after years of play).

Initiative is relatively easy--just assign another player to serve as "Initiative Master" and call the shots. Leaves more time for the GM to sort through his stats. Allowing him to call a time limit ("the player must state what he wants to do after 3-5 seconds, or his turn passes" usually works and ensures everyone thinks ahead).

That said, **Earthdawn** combat can be fast if everyone wants it to. If you are playing with people who only show up at the game and have no interest to read up on their characters and the rules outside the game, you're likely in trouble. But you can run a game focusing less on combat, after all.

Hope this helps,

Dammi

Title: **Re: Encounter Building**
Post by: **ED_Chronicler** on **August 23, 2010, 19:02**

> Quote from: Dammi on August 23, 2010, 18:55
> Looking for your the dice when it's your turn (many people need an awesome amount of time figuring out what a D8 and a D10 is, even after years of play).

GM: "That doesn't look like two twelve sided dice."

Player: looks at the twenty sided and four sided dice, "It looks right to me."

Sorry Dammi, I couldn't resist. ;D

Title: **Re: Encounter Building**
Post by: Dammi on **August 23, 2010, 19:05**

;D

Title: **Re: Encounter Building**
Post by: **stardotstar** on **August 23, 2010, 20:39**

> Quote
> Try the "Forums" menu above--you'll also find the forums other features there.

:blush:

I'd love to run a less combat oriented game, and may be able to move that way as we progress. Most of my players have only ever played DnD (and I think mostly modules), so moving away from combat could be quite the shock to their system.

I'm pretty comfortable winging monster stats/abilities as a fight progresses. After a few sessions I should be able to get an idea of what defense/attack values are appropriate.

> Quote
> Thinking about what to do and what talents to use when it's your turn (worse when players don't know their Talents and Spells very well).
> Looking for your the dice when it's your turn (many people need an awesome amount of time figuring out what a D8 and a D10 is, even after years of play).

It's unbelievable how someone can use the same attack every fight and still not know exactly what bonuses are added to it and exactly where the dice they roll for damage are. Some of the players in my group seem incapable of thinking when it isn't their turn.

Title: **Re: Encounter Building**
Post by: **TheQuicksilver** on **September 06, 2010, 15:44**

Traditionally, I have players roll initiative only once, and apply that order to the whole of combat. That's how nearly every other game I've played works (or they are very similar to that). That way order changes up each combat, but internally in the combat things have an order and flow to speed it up.

As for encounters, in 3ed, creature's legend awards are listed by circle, which should help match them up to the player's abilities. Obviously, that's not a huge help if all you have are the 1ed books. Otherwise, what you can do is estimate it based on their value. If you underestimate, have whatever it is attract reinforcements, or have the fight get the attention of something else more powerful. If you overestimate, toss in a deus ex machina to save the characters.

Aside, I had to do that very thing once, when 2 players were lost in the woods and came across a pack of 4 hell hounds. At the time, it turned out they were underpowered to fight them in the first place. To compound the issue, one character was a Windling who just turned tail and ran. Result: 1 player, 4 hell hounds (with 3 attacks a round each). Needless to say, I had to get creative on the fly to keep them from ripping him to pieces (it was not my intention to turn them into dog food).

Title: **Re: Encounter Building**
Post by: **sirserafin** on **September 06, 2010, 18:35**

And how do you resolve problem with characters that can boost their Initiative (Strain cost)? One roll for the whole combat seems unfair - they should pay for this advantage each round and each round they should have chance for a weak result. What if they want to change their mind about using a Air Dance or similiar thing?

And what if one with lowest Initiative will decide to not act in one round? Will he be first each round for the rest combat?

Title: **Re: Encounter Building**
Post by: **The_Gun_Nut** on **September 06, 2010, 21:25**

Also, how would you resolve the potential bonus attack granted by Air Dance? If the character using Air Dance rolled well enough at the beginning, does that grant him an extra attack against one character he beat for initiative? Does it give it to him vs. ALL that he beat on initiative?

I have tried out rotating init once or twice. For talents like Air Dance, I have the players use it again if they want to try to get the bonus and use their target's base init step as a difficulty number. But that still leaves out talents like Tiger Spring.

Title: **Re: Encounter Building**
Post by: **Serbitar** on **September 09, 2010, 10:02**

I use a small python script that rolls the initiative every turn.

Title: **Re: Encounter Building**
Post by: **etherial** on **September 30, 2010, 16:09**

Quote from: TheQuicksilver on September 06, 2010, 15:44

> Traditionally, I have players roll initiative only once, and apply that order to the whole of combat. That's how nearly every other game I've played works (or they are very similar to that). That way order changes up each combat, but internally in the combat things have an order and flow to speed it up.

Odd. None of my favorite games do that. The only one I can think of off the top of my head is D&D.

Title: **Re: Encounter Building**
Post by: **The_Gun_Nut** on **September 30, 2010, 18:53**

D&D (D20) is the big one that does that. There are tons of games based upon the ruleset. I'm gonna hazard a guess and say most of the games he played used D20 rules?

There are some that use a fixed order, but most that I've seen use a random order each round. The fixed order does speed up combat resolution, toot sweet.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=4148.0. It is a snapshot of the page as it appeared on Nov 10, 2011 20:32:31 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: pming on December 05, 2008, 11:28

Title: **"Evil" Passions?**
Post by: **pming** on **December 05, 2008, 11:28**

Hiya.

A "2nd time around" **Earthdawn** newb here (have had/read and played one game when it first came out by FASA). Anyway, my group decided they wanted to try **Earthdawn**. So here we are.

One thing that I'm not finding is any "evil" passions; the three "insane" ones don't quite cut it for my purposes...I"m looking for evil gods, basically. I can't find anything on 'evil' passions (ala, "Thammanoth, Passion of Pain, Blood and Murder", for example). Am I correct in assuming that **Earthdawn** doesn't have any "evil gods"? Oh, sure, there are evil cults and whatnot, but I"m looking for *actual* passions, not pretend ones that crazed and delusional cultists belive in.

Why? We are playing the Age of Worms adventure path that was put out for 3e D&D, by Paizo Press (re: *Dungeon* magazine). We did the first module using, believe it or not, the Marvel Super Heroes Advanced Set. Didn't work out too bad, but it was hard to justify some of the power levels, even if we basically had a "Superhero-Fantasy" setting. Now, for the second (and maybe a few more after that) have decided to use **Earthdawn**. In the adventue path, *Spoilers!!!!*
-
-
-
-
-
-
...there is an evil group trying to 'combine' three evil deities into one super deity. It's not *really* the main plot/hook, but it is important for the first few adventures at the very least. So, I need to know if **Earthdawn**/Barsaive has any actual "evil passions".

Paul L. Ming

Title: **Re: "Evil" Passions?**
Post by: **Kritt** on **December 05, 2008, 14:37**

Could it be tweaked to be some kind of cult trying to combine powerful horrors into one superhorror?

Title: **Re: "Evil" Passions?**
Post by: arma on **December 05, 2008, 15:26**

Quote from: pming on December 05, 2008, 11:28

> Am I correct in assuming that **Earthdawn** doesn't have any "evil gods"?

Correct, no "evil" "gods".
Earthdawn's Passions are not gods in the usual sense (independently powerful being) but, according to popular theory. are dependent on their followers, possibly even created by believe not into the Passion itself, but the ideals they embody.
If enough people believe in or even just long for Justice (as an ideal or goal) their faith manifests through the magical energies permeating life, creating a powerful being that's only purpose is to strive for Justice and support people questing for Justice directly.

Having a really "evil" Passion in **Earthdawn** would then require a substantial number of people (consciously!) striving for Ideals considered evil, for example if 20% of the population would find it preferrable to live in tiranny.Hardly ever happens, and even if it did, it might take centuries for a Passion to form.

Oh, sure, there are evil cults and whatnot, but I"m looking for *actual* passions, not pretend ones that crazed and delusional cultists belive in.

Quote

> ...there is an evil group trying to 'combine' three evil deities into one super deity. It's not *really* the main plot/hook, but it is important for the first few adventures at the very least. So, I need to know if **Earthdawn**/Barsaive has any actual "evil passions".

I don't know the specifics of the adventure, but you might just try using the three Mad Passions.
Earthdawn encourages you to make the game your own anyway, so there usually is no problem in deciding that the Passions are independent gods and that three of them are truly evil. Most people perceive them as evil anyway, even if they know they were once good-natured.

Title: **Re: "Evil" Passions?**
Post by: **Rogan Rubyeye** on **December 05, 2008, 15:38**

Well, first and foremost the main problem that you're going to have is that Earthdawn's universe/setting doesn't have the traditional D&D Gods/Dieties pe se. Yes, it has the 12 Passions (13 if you count Death, but not many Barsavians outside the Keys of Death living legend cult do) - but these (to me at least) are NOT Gods. Sure, they have Godlike powers and are a cut above the "normal" spirits (elementals and ghosts, etc.), but the thing to remember is: these are the manifestations of the Name-giver's emotions and desires.

Yup, somehow they have acquired a distinct form and individuiality, but nevertheless they are the incarnation of a particular set of emotional traits that all Name-givers can experience. That is why they are neither good nor evil. For example, in D&D terms, I would equate them to being active in ways similar to Forces of Nature, reflecting the natural world and its essences which can then be attuned and harnessed by the followers (Druids in D&D), but they are in no way either defined as Good or Evil of themselves. In **Earthdawn** it is the Questors who embody these ideals over the others and thus attune themselves to reflect and tap into the emotional forces that Passion they follow represents. It the end, it is the Questor who decides how this power is used, and thus what is Good or Evil as that is a decision based solely upon an individual's personal perception of the world. What is Good for one person is Evil to another - the Terrorist/Hero-Martyr or Freedom Fighter/Rebel Revolutionary Scum interpretation.

However, considering that Magic is practically a Natural Force in **Earthdawn** and the overall veiwpoint that the Horrors are Evil, then those Passions corrupted by the Horrors are simply expressing the darker siddes of the Emotional Forces they represent. technically, they are consumed by the Dark Side and work against the continuation of Name-givers/humanity. so they can genrally be used as "Evil Gods" in your game. after all, they exist physically in the world, have indiviuality and sentience to follow their own agendas and have followers (Questors) and servants of their own (Harbingers).

Anyway, to stop an all out discussion developing about Jungian philosophy, why not simply use powerful Horrors as the antagonists instead? They sure fit the bill and are just as powerful as minor dieties in their own rights.

Title: **Re: "Evil" Passions?**
Post by: **Raven Bloodeyes** on **December 05, 2008, 15:50**

Some Horrors standing in for your "gods" is (in my opinion) your best bet (as was mentioned above). There are already cults for some of the Horrors (take the biggest example of Verjigorm). Your party could be fighting off a group trying to weave 3 powerful Horrors together into one much more powerful Horror, hoping they will get the prime positions (or even control it), and take on Barsaive at all.... that's my :my2cents:

Title: **Re: "Evil" Passions?**
Post by: **Citizen Joe** on **December 05, 2008, 17:35**

None of the Passions are evil. Or alternately, ALL the Passions are evil. Or alternatively, some are evil sometimes...

Good and evil are very relative in **Earthdawn**. You may as well go with Purple and Green for all the meaning it gives you. Passions exist as a pure form of the specific 'passion' they represent. But if you push that passion the wrong way, you can get bad results which are arbitrarily defined as 'evil'. Is Chorolis evil? That kinda depends on which side of the coin you're on. Is Garlen evil? You get stuck behind an impenetrable ward for three generations by an overly protective mother and see what you think.

Don't make an 'evil god' create a misguided cult that interprets the Passion in a 'evil' way.

Title: **Re: "Evil" Passions?**
Post by: **ED_Chronicler** on **December 05, 2008, 18:36**

Quote from: arma on December 05, 2008, 15:26

> Quote from: pming on December 05, 2008, 11:28
>
> > Am I correct in assuming that **Earthdawn** doesn't have any "evil gods"?
>
> Correct, no "evil" "gods".
> Earthdawn's Passions are not gods in the usual sense (independently powerful being) but, according to popular theory. are dependent on their followers, possibly even created by believe not into the Passion itself, but the ideals they embody.
> If enough people believe in or even just long for Justice (as an ideal or goal) their faith manifests through the magical energies permeating life, creating a powerful being that's only purpose is to strive for Justice and support people questing for Justice directly.
>
> Having a really "evil" Passion in **Earthdawn** would then require a substantial number of people (consciously!) striving for Ideals considered evil, for example if 20% of the population would find it preferrable to live in tiranny.Hardly ever happens, and even if it did, it might take centuries for a Passion to form.
>
> Oh, sure, there are evil cults and whatnot, but I"m looking for *actual* passions, not pretend ones that crazed and delusional cultists belive in.

Actually it happens more than one would think:

1) If person "A" is raised to accept a particular ideal from childhood, and the children of person "A" are also taught that same ideal as acceptable or normal. Then even the grandchildren of person "A" are also taught, after approximately 3 generations: you could have a society believing what you want.

2) if society "B" has lived under ideal "X" for so long and are suddenly freed, you will have a segment of said society (and not the old ruling class either) that will long to be under ideal "X". (This is currently happening in Russia, as there are those that want to return to the pre-wall days. With societal changes not everyone will be happy, even if they weren't happy with previous societal environment, they had coping methods. Change the society,

and many struggle and if their coping methods don't work they need to learn new ones. But mentality-wise, they'd feel they'd be happier if things were back they way they used to be.)

In **Earthdawn**, IOPOS would probably be best example of the first. While we understand the core of what they are, the society has been taught since birth and thus live for those ideals as presented to them. We only barely understand what all that time has wrought. Remember no-spy has gone in and come out alive. This is for several reasons. The understood factor. And the training of years in the "system" cannot be imitated. There are things you know without explanation. There are things that don't happen by mistake. Say a "child" refused to believe what he was being taught, he might be beaten, refused food and isolated until he accepted it. If he continued to "go against the flow" he might be outright killed. (Depending upon the society.) So for a "sudden" appearance of someone that is say 25 (thus having 25 yrs of experience in the system) casting doubt upon the system would yield any number of responses.

A) Thought: Is he testing my faith?
Response: Instant Rejection of Doubted presentation (with possible reporting since that would be required, as not reporting might imply you really do doubt thus getting spy killed.)
B) Thought: Spy! or "Heretic"!
Response: Assault / Rallying of nearby "believers" to assist - likely capture and death of said spy results
C) Thought: No! He knows!
Response: Fear / cowardice, usually running away to protect himself, maybe running to protect family (although in many cases a person like this reveal themselves in other ways long before a spy is likely to catch them.
D) Thought: Hmmm, could be trick or trap, but I'll play along to "test" if this is true or not. If not I'll say I was hoping to infiltrate and discover who else was with this person.
Response: This person could vary in how they respond, but if any threat to their own survival is presented, they will turn in / report, and likely do what is necessary to survive.

In this society everyone watches everyone else. Paranoia is survival. So the "Good" person tends to stand out.

Notes: My uses of "Beliefs" and "Ideals" could range from religious based, to magically based (i.e. Elementalists are bad or magic as a whole.), to racially based, to society based (down with Thera those oppressive slavers!).

All you need is opportunity and time to manage a feat such as this. IOPOS has had both and some extra factors.

So what if:

A) You have a breached kaer, but the horror was worshipped instead of feared and attacked.

B) Kaer "B" followed / believed in an Earth Elemental as the source of their protection?

C) or Kaer "B" followed / believed in the "Goddess" that protected them?

D) We know that other areas have other Passions, could Kaer "C" have tapped into that Passion?

E) Upon Emergence from Kaer "D" they saw a glowing stone at the entrance to their kaer, for all intents and purposes, nothing "magically" nor "mundanely" is gained from this stone, beyond a soft glow, but the people believe it protected them. Their reactions might be interpreted as Evil. But for them it is good. Someone says the Stone told him these strangers were dangerous and evil and need to be killed (an inherent thought, but amplified when he approached the stone for guidance, but was really his own desire rising as his own pushing) others follow along (some out of fear of alienation, some out of fear of being different, others just wanting to belong and feel as part of society as a whole).

You have an "evil" passion by presentation, but it's really just a group reacting to a change in their environment. What if said stone is a pattern item, in weaving to their "Passion" in their mind, they amplify their abilities for their society, however to them its "as their passion wills" but in reality its how they will. So "weaving to their strength" for stronger people for better harvesting, that strength also helps in defending society from invaders.

Summary: I'd offer that it is possible. However. While the current rules don't have one, I'd caution how you approach this. Make it something truly powerful, you could draw out the encounter too far beyond your gaming groups interest. Make it too simple they won't like it either. Before you do more than hint at this encounter: I'd recommend you flesh out the whole thing in concept. Is it truly a passion or not or where in between it falls. Then outline specific points you want them to encounter and what order. I.E. third encounter might yield the name of the passion, where the first only yielded some unknown carved image. They aren't always meant to find a solution in the first clue or encounter. But with the name of the passion, "Oh yeah, now I remember there was .... and that's right he had a carved image just like that around his neck ..."

Sorry for the lecture ... my imagination kinda ran away with me ... hope you find something useful in all this.

Title: **Re: "Evil" Passions?**
Post by: **werefrog** on **December 05, 2008, 18:57**

The Werefrog would view powerful horrors as evil gods.

In fact, there is one theory that Verjigorm created the world. That would put him on par with gods.

Title: **Re: "Evil" Passions?**
Post by: **pming** on **December 06, 2008, 10:31**

Hiya.

Thanks for all the well thought out, uh, thoughts. :) I've been at the RPG thing for...well, lets just say "a while"...so I'm sure I can come up with something. I was mainly concerned about stepping on Barsaives defined history too much by either adding full-fledged 'gods', or ignorantly assuming there are no 'evil gods' and find out later that there were.

I think I'm going to go with a combination of horrors and passions (or, in this case, 'potential passions'). I'm not sure of the specifics, but what's rattling around in the ol' grey matter is this: Three cults that believe that they can create a full-fledged Passion if they combine their faiths (each is based on worship of a powerful horror). If they take each of their three horrors, add the proper rituals, rites, etc., they can mash them together to create a powerful 'god' (horror). This new god, or "proto-passion" will be so powerful that others will have no choice but to believe in it's god-hood...that belief will give the proto-passion more power...which will lead to the cults being able to proove/point out it's god-hood...which will cause others to belive in it...which causes it to get more powerful...rinse and repeat. (kind of like a twisted version of a self-fulfilling prophesy).

I haven't worked out the specifics, but that's the gist of it. Three cults, each worshipping a horror as a 'god'...but only the top hierarchy of the cults know the truth. These three get together and hatch "The Plan" to create their very own Passion (with themselves as the supreme mortal dictators/potentates of the religion, of course).

Anyway, thanks for all the insight guys! :) I'm off to jot down some notes and get on

with my little 'adaptation' of the adventure path.

^_^

Paul L. Ming

Title: **Re: "Evil" Passions?**
Post by: **Drucifer** on **January 23, 2010, 12:28**

I am very thankful that the idea of "Good" and "Evil" are not concepts built into the rules for **Earthdawn**. There are no "Good Races" & no "Evil Races". As long as **Earthdawn** has been in existence, "alignment" has never been an issue.

Iopos is not an Evil City. Not any more Evil that Throal or Jerris or any other city in Barsaive. Every City State has it's own view on the world and the people that live there believe that what they are doing is the best thing for them.

So if you want "god like abilites" for an "evil" god, the solution is simple. Pick one of the passions and treat it with an absolute view. In this way you can turn a "good" passion into a very dark and "evil" thing. Any concept taken to the absolute is destructive and therefore .... evil...

Even Astendar can be can be "evil" if you push the concept far enough, you do not need to introduce a new mechanic in to the system just play it more absolute.

Thanks
Dru

Title: **Re: "Evil" Passions?**
Post by: **hankwoon** on **January 23, 2010, 18:51**

Quote from: pming on December 05, 2008, 11:28

> ...by Paizo Press (re: *Dungeon* magazine). -

Paizo *Publishing* (LLC). I worked at Paizo for 6 months last year, and am currently a freelance contributor to their Pathfinder line, and I'm also part of the RedBrick crew here, so maybe that gives me a unique perspective.

SPOILERS

I have never gotten around to running AoW, but I've read it, and I think it would be perfect for the 3 Mad Passions as the Ebon Triad. For one, there are three of them, and two, it doesn't really matter that they're not truly *evil*. The goals of the Ebon Triad are of religious fanaticism (albeit completely misguided), not evil for evil's sake. In fact, I'm currently running Shackled City again (via MapTools), and for the Ebon Triad I'm substituting some of the Pathfinder gods (since we're using the PF rules), and 2 of them that I've chosen aren't even evil (neutral).

The idea behind the Ebon Triad, from a dramatic sense, works as a red herring. They *should* be something that the PCs already know about. Once they see the symbol of the Ebon Triad for the first time, and they realize that this cult worships all three and are trying to combine them into some sort of super Passion, it should feel like a very real and very big threat.

And as far as not wanting to step on **Earthdawn** canon, I think the whole Kyuss part makes more sense in **Earthdawn** than D&D. The entire Passion angle has a bit of “perception is reality” thing, as they are the physical manifestations of thought and

feeling. Therefore, it is plausible that if enough people believed that someone was a powerful Passion, then that person could really become a Passion.

I still really want to run Age of Worms someday. In fact, it's the next AP I want to run after Shackled City (if we ever can actually finish that one, that is!).

Title: **Re: "Evil" Passions?**
Post by: **Cantor** on **January 27, 2010, 16:13**

"Evil gods" are called Horrors in **Earthdawn**.

They fill all the same roles as gods/demi-gods.

Title: **Re: "Evil" Passions?**
Post by: **Dammi** on **January 27, 2010, 21:01**

Quote from: Cantor on January 27, 2010, 16:13

> "Evil gods" are called Horrors in **Earthdawn**.
>
> They fill all the same roles as gods/demi-gods.

I really disagree about this. They're more like demons and have no godlike abilities (apart from the fact that they are really powerful). Considering them gods would certainly require putting Dragons onto the same level.

Title: **Re: "Evil" Passions?**
Post by: **etherial** on **January 27, 2010, 21:30**

Quote from: Dammi on January 27, 2010, 21:01

> Quote from: Cantor on January 27, 2010, 16:13
>
> > "Evil gods" are called Horrors in **Earthdawn**.
> >
> > They fill all the same roles as gods/demi-gods.
>
> I really disagree about this. They're more like demons and have no godlike abilities (apart from the fact that they are really powerful). Considering them gods would certainly require putting Dragons onto the same level.

The real thing is that there are no gods in **Earthdawn** at all. That is, there's no power level that's rigidly defined. I would certainly put Horrors like Ristul in the same power category as the Passions, which puts them as close to gods as anything else Barsaive has to offer.

Title: **Re: "Evil" Passions?**
Post by: **Citizen Joe** on **January 28, 2010, 03:27**

Nobody is going to believe in a god when mortal men can wield the demonstrable power that adepts have.

Title: **Re: "Evil" Passions?**
Post by: **Jaege** on **January 29, 2010, 23:17**

Its very simple. All the passions have "evil" aspects, and all of them have good aspects. Even the mad passions have aspects that are acceptable to society, if not prized. Raggok has anger, revenge, Vestriel, lying and deception, Dis...well, that is a hard one. I am sure there is something.

In ED, one does not "worship" an "evil" "god". Thats a fallback to old D&D.

There are no gods good or evil there are no demons. If thats what youare looking for, you will be left unsatisfied with ED.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=6638.0. It is a snapshot of the page as it appeared on Oct 29, 2011 08:41:37 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => Free Stuff => Topic started by: Drucifer on September 28, 2009, 22:08

Title: **[Feedback] Misguided Ambitions - An Introduction to Earthdawn Third Edtion**
Post by: **Drucifer** on **September 28, 2009, 22:08**

> I have only glanced over the document currently.
>
> I do however have to say thanks for producing a new introductory free adventure that is not yet another version of Kear Tardim.
>
> The big Nasty Bloodlore Troll on the front is a nice touch.
>
> Thanks
>
> Drucifer

Title: **Re: Misguided Ambitions - An Introduction to Earthdawn Third Edtion**
Post by: **Dammi** on **September 29, 2009, 06:11**

> You're welcome! Hope you like the intro--please post any feedback/experiences right here! (Topic pinned/renamed for that reason.)

Title: **Re: [Feedback] Misguided Ambitions - An Introduction to Earthdawn Third Edtion**
Post by: **jukibu** on **September 29, 2009, 10:02**

> Very beautiful! After a first look through- great work!
>
> I love the cover art! A new style in **Earthdawn**, at least to my eyes. Are we going to see more from this mister Clint Langley?

Title: **Re: [Feedback] Misguided Ambitions - An Introduction to Earthdawn Third Edtion**
Post by: **Dammi** on **September 29, 2009, 10:12**

> It's a color template from the old Crystal Raiders sourcebook we reused here.

Title: **Re: [Feedback] Misguided Ambitions - An Introduction to Earthdawn Third Edtion**
Post by: **Crusader** on **September 29, 2009, 10:26**

> Horsey. :'(

Title: **Re: [Feedback] Misguided Ambitions - An Introduction to Earthdawn Third Edtion**
Post by: arma on **September 29, 2009, 15:33**

> Quote from: Crusader on September 29, 2009, 10:26

Horsey. :'(

But hey, it's... still there... after a fashion... ^ ^

Title: **Re: [Feedback] Misguided Ambitions - An Introduction to Earthdawn Third Edtion**
Post by: **MacKotek** on **September 29, 2009, 21:36**

If only the Corebooks had that much color...

Title: **Re: [Feedback] Misguided Ambitions - An Introduction to Earthdawn Third Edtion**
Post by: **Raven Bloodeyes** on **September 29, 2009, 22:24**

It would have been REALLY nice... sigh.... if wishes were horses, we'd all be rich....

Title: **Re: [Feedback] Misguided Ambitions - An Introduction to Earthdawn Third Edtion**
Post by: **Drucifer** on **September 29, 2009, 22:53**

:D

Ok having now read the introduction adventure all the way through and spent some time considering how it is to be played out. I must say, am very happy with this.

It addresses some of the more basic story telling issues easily and clearly. The target numbers are well with in first circle capabilities, and the references to the use of the skills, not just the talents, possessed by the supplied player characters is very good.

I like the over all color pallet of the book, it adds some atmosphere to the adventure just reading it.

The adventure's open end is a good thing. It allows beginners and experienced players various hooks to hang their own adventures on, and leaves the possibility for Redbrick to set up a series that begins with this adventure. Because you know, "the first one is free...." is the best way to get some one hooked.

I have only one criticism and it is petty. Word choice is important when trying to attract players and provide a sense of style to the game. At the top of Page 7 when discussing the openended system of **Earthdawn**.

"The dice rolled in **Earthdawn** “explode” when they show their highest number; this is called scoring a Bonus Die."

I had an immediate thought that ran rampant through my brain of dice popping off around the table. See like I said, petty, I have to give this introductory adventure very high marks.

Thanks and I look forward to more of the original works from Redbrick.

Drucifer

Title: **Re: [Feedback] Misguided Ambitions - An Introduction to Earthdawn Third Edtion**
Post by: **Flowswithdrek** on **September 29, 2009, 23:09**

Top marks! The colour is awesome but it nearly melted my printer I have to say ;D. I have a few first time roleplayers i have promised a game to and i will happily use Misguided Ambitions as their first outing in Barsaive.

Title: **Re: [Feedback] Misguided Ambitions - An Introduction to Earthdawn Third Edtion**
Post by: **ChaosRat** on **September 29, 2009, 23:18**

It looks great, and I am planning to use it, as soon as my group finishes a couple loose ends with the current adventure.

Title: **Re: [Feedback] Misguided Ambitions - An Introduction to Earthdawn Third Edtion**
Post by: **Mountainshadow** on **September 30, 2009, 07:38**

It looks great, introduces the basic rules of ED in a very simple and easy to understand way, and it's a great kick off adventure for beginning characters. I really like the constant reminder that skills are useful as well and how to best implement them during the story. Am I going to use it? Of course, it's just a shame it wasn't released two weeks earlier so I could have started my campaign in this small town... :thumbsup: :thumbsup: :thumbsup:

Title: **Re: [Feedback] Misguided Ambitions - An Introduction to Earthdawn Third Edtion**
Post by: **Crusader** on **September 30, 2009, 09:10**

Quote from: arma on September 29, 2009, 15:33

> Quote from: Crusader on September 29, 2009, 10:26
>
> > Horsey. :'(
>
> But hey, it's... still there... after a fashion... ^ ^

Really now, I don't mind a thousand namegivers dying in agony at hands (tentacles?) of the horrors, but no killing the furry lovely huggable creatures!

-Crusader, Probably a Beastmaster questor of Jaspree in a previous life.

Title: **Re: [Feedback] Misguided Ambitions - An Introduction to Earthdawn Third Edtion**
Post by: **MacKotek** on **September 30, 2009, 15:44**

Quote from: Raven Bloodeyes on September 29, 2009, 22:24

> It would have been REALLY nice... sigh.... if wishes were horses, we'd all be rich....

No. You'd be up to your necks in dung and fodder bills. :P

And the PDF is really slow. I have 2GB of RAM and it still takes a few seconds for the next page to load. You could do something with that...

Title: **Re: [Feedback] Misguided Ambitions - An Introduction to Earthdawn Third Edtion**
Post by: **Dammi** on **September 30, 2009, 17:35**

Quote from: MacKotek on September 30, 2009, 15:44

> And the PDF is really slow. I have 2GB of RAM and it still takes a few seconds for the next page to load. You could do something with that...

It's the layout and the full color stuff doing this. We could flatten every single page, but that's pretty time consuming.

Title: **Re: [Feedback] Misguided Ambitions - An Introduction to Earthdawn Third Edtion**
Post by: **MacKotek** on **October 01, 2009, 12:57**

Reading the PDF is too... And that's a factor that could make many people just dump it after trying. I know you're busy, but it would be great if you'd put that as a "thing to do later".

Title: **Re: [Feedback] Misguided Ambitions - An Introduction to Earthdawn Third Edtion**
Post by: **Sethariel** on **October 01, 2009, 13:18**

Can You make a black and white version, so the PDF could load faster?

I have 4 GB RAM and the PDF is still quite slow.

Of course I could print it, but first I'd like to read carefully through what I am going to print.

Title: **Re: [Feedback] Misguided Ambitions - An Introduction to Earthdawn Third Edtion**
Post by: **tyweise** on **October 01, 2009, 14:53**

Printing the PDF doesn't exactly happen in a hurry either.

In fact, the printer has to flatten each page before spooling it. I don't know if it's the same flattening process you would be doing, Dammi, but we might all be consuming that same amount of time when we print it.

I'm trying right now to print the PDF using a PDF printer. Since it's flattening the pages as it spools them, I might have a faster-loading file when it's done. It's taking about 10 seconds per page, so in 6-7 minutes I'll have something.

Title: **Re: [Feedback] Misguided Ambitions - An Introduction to Earthdawn Third Edtion**
Post by: **Drucifer** on **October 01, 2009, 18:03**

If I were given permission by redbrick I could flatten the pages and provide a black and white version to make it easier for other folks.... All though

THIS IS AN AWESOME FREEBIEE.

Enjoy it for what it is.
LRG never put anything out that was even 1/2 as cool as this. And of you are printing you always have an option to print it in gray scale or black and white. Constant complaints about the cool aspects is bound to make it less likely some thing like this will ever be made available again.

Thanks
Drucifer

Title: **Re: [Feedback] Misguided Ambitions - An Introduction to Earthdawn Third Edtion**
Post by: **etherial** on **October 01, 2009, 18:11**

Try printing it as a .pdf. This can be done natively on OS X or by downloading software such as Primo PDF on a PC.

On another note, is anyone else having difficulty viewing the chapter headings? They show up blank on my copy. Edit: NM. I guess Apple hasn't fixed Preview enough yet.

Title: **Re: [Feedback] Misguided Ambitions - An Introduction to Earthdawn Third Edtion**
Post by: **Dammi** on **October 01, 2009, 18:15**

Quote from: Drucifer on October 01, 2009, 18:03

> If I were given permission by redbrick I could flatten the pages and provide a black and white version to make it easier for other folks....

Send it to me via eMail. If it's something we can agree with, we'll just attach it to the

download as secondary file.

Quote from: Drucifer on October 01, 2009, 18:03

> All though
>
> THIS IS AN AWESOME FREEBIEE.
>
> Enjoy it for what it is.
> LRG never put anything out that was even 1/2 as cool as this. And of you are printing you always have an option to print it in gray scale or black and white. Constant complaints about the cool aspects is bound to make it less likely some thing like this will ever be made available again.

You're welcome. We put quite a bit of work in there, while rolling all our other books out as well.

Title: **Re: [Feedback] Misguided Ambitions - An Introduction to Earthdawn Third Edtion**
Post by: **Drucifer** on **October 02, 2009, 03:36**

File Sent

Title: **Re: [Feedback] Misguided Ambitions - An Introduction to Earthdawn Third Edtion**
Post by: **spader** on **October 02, 2009, 13:31**

That brings me a question:

Why some free stuff ends up at e-stores rather then on the Download section of this site?

Title: **Re: [Feedback] Misguided Ambitions - An Introduction to Earthdawn Third Edtion**
Post by: **Dammi** on **October 02, 2009, 14:28**

Quote from: spader on October 02, 2009, 13:31

> Why some free stuff ends up at e-stores rather then on the Download section of this site?

Three reasons: first, Misguided Ambitions is a full product, not a supplement--it should be exactly where our other eBooks are. Second, a single place means we only need to update it once. Third, bandwidth--we get it there for free, which is important given the size of that particular file.

Title: **Re: [Feedback] Misguided Ambitions - An Introduction to Earthdawn Third Edtion**
Post by: **spader** on **October 02, 2009, 18:09**

Quote from: Dammi on October 02, 2009, 14:28

> Quote from: spader on October 02, 2009, 13:31
>
> > Why some free stuff ends up at e-stores rather then on the Download section of this site?
>
> Three reasons: first, Misguided Ambitions is a full product, not a supplement--it should be exactly where our other eBooks are. Second, a single place means we only need to update it once. Third, bandwidth--we get it there for free, which is important given the size of that particular file.

Thanks!

Title: **Re: [Feedback] Misguided Ambitions - An Introduction to Earthdawn Third Edtion**
Post by: **Dammi** on **October 02, 2009, 19:49**

I could, however, add a link to DTRPG instead of a file in the downloads section to make the thing more present.

Title: **Re: [Feedback] Misguided Ambitions - An Introduction to Earthdawn Third Edtion**
Post by: **ED_Chronicler** on **October 03, 2009, 18:31**

I throw my support behind that idea.

Title: **Re: [Feedback] Misguided Ambitions - An Introduction to Earthdawn Third Edtion**
Post by: **Dammi** on **October 03, 2009, 18:54**

Hiya!

Added the b/w file to the product and informed all customers that are listening to update mails (about 70% of them, for those curious about it). Thanks to Drucifer for support! :thumbsup:

Also added the file to the downloads section (linking to DTRPG).

Best,

Dammi

Title: **Re: [Feedback] Misguided Ambitions - An Introduction to Earthdawn Third Edtion**
Post by: **Sethariel** on **October 03, 2009, 19:33**

Thanks ;D

Already downloaded it.

Now Adobe reads the PDF fast as hell... But the quality of the font is not so good...

Guess there is always a price for something ;)

Nevertheless GOOD WORK :thumbsup:

Title: **Re: [Feedback] Misguided Ambitions - An Introduction to Earthdawn Third Edtion**
Post by: **Dammi** on **October 03, 2009, 20:32**

> Quote from: Sethariel on October 03, 2009, 19:33
> But the quality of the font is not so good...

Because it isn't one anymore--it's basically just an image now.

Title: **Re: [Feedback] Misguided Ambitions - An Introduction to Earthdawn Third Edtion**
Post by: **Drucifer** on **October 03, 2009, 21:21**

It was fun and a challenge, I enjoyed it.

I would happily assist in any future endeavor.

Thanks

Dru

Title: **Re: [Feedback] Misguided Ambitions - An Introduction to Earthdawn Third Edtion**
Post by: **Cut** on **October 17, 2009, 17:19**

I grabbed my version before the update and just downloaded it again over at DriveThru. But I get the same coloured file again and nothing else. Am I missing something here?

Title: **Re: [Feedback] Misguided Ambitions - An Introduction to Earthdawn Third Edtion**
Post by: **Drucifer** on **October 21, 2009, 20:21**

> I think you need to ask Dammi about it.
>
> I have not been given permission to distribute the Black & White version.
>
> Thanks
>
> Dru

Title: **Re: [Feedback] Misguided Ambitions - An Introduction to Earthdawn Third Edtion**
Post by: **Sethariel** on **October 21, 2009, 20:40**

> Cut, look at your latest email from DriveThru concerning the download of the PDF. I found my link to the Black and White version there.

Title: **Re: [Feedback] Misguided Ambitions - An Introduction to Earthdawn Third Edtion**
Post by: **Cut** on **October 28, 2009, 11:36**

> I must have missed checking the right box by DriveThru. Well, I'll manage with the more colourful version :)
>
> Thanks, guys!

Title: **Re: [Feedback] Misguided Ambitions - An Introduction to Earthdawn Third Edtion**
Post by: **Slimcreeper** on **January 15, 2010, 14:08**

> Just a quick point -- the pdf is quick enough on my old ibook G4, but I'm having a hard time reading the part of the text that overlaps the dark border. Enough of a hard time that I haven't read it yet ... but it looks pretty!

Title: **Re: [Feedback] Misguided Ambitions - An Introduction to Earthdawn Third Edtion**
Post by: **Sethariel** on **January 24, 2010, 13:13**

> After listening to this actual play podcast (http://www.canadiancrusaders.com/game/oneshots.html) I see that some people might have some trouble with understanding the concept of Bonus Die. I think it is better explained in Player's Guide than in Misguided Ambitions.
>
> Maybe the example below the explanation in Misguided Ambitions should include a situation when you reroll more than once. When one dice "explodes" twice or even three times.

Title: **Re: [Feedback] Misguided Ambitions - An Introduction to Earthdawn Third Edtion**
Post by: arma on **January 24, 2010, 13:51**

> I think the description in MA is sufficient, it specifically mentions you roll again after the first Bonus Die, and also mentions you only stop if you score another number than the highest.
>
> Also, they had the rulebooks, so they might have actually used them to learn the game and the adventure only from the MA document (I had the impression that they did exactly that, but that on some occasions, they got other rules wrong and that this was due to them being more complicated in the rulebook. But the podcast is a bit chaotic and I

listened to it on the side, so...). Maybe they houseruled it (there's actually quite a few people who don't seem to like it because it seems unstable to them or over-the-top, might be in the top 3 for reasons to not like the step system), maybe they got it wrong from either source.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=7033.0. It is a snapshot of the page as it appeared on Nov 7, 2011 13:57:28 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: vitus979 on March 12, 2010, 23:25

Title: **Fibonacci series and Earthdawn**
Post by: **vitus979** on **March 12, 2010, 23:25**

The LP cost table and the Circle Training Cost Table follow the Fibonacci series*. How often do you find yourself using the Fibonacci series in other situations when using **Earthdawn**? I find myself using it quite often for off-the-cuff rulings. It's usually pretty nice for scaling difficulty issues without dealing with squares or multiples.

For example I just used it in the "Dispel Magic" thread to increase the difficulty of spell threads.

I could never use this series in any other game, but since every player knows it (usually by heart) because they use it for paying for talents it's a good short hand.

* aka 1, 2, 3, 5, 8, 13, 21, 34, etc....

Title: **Re: Fibonacci series and Earthdawn**
Post by: **Flowswithdrek** on **March 13, 2010, 00:21**

Fibonacci series hmmm

Had to google that one and discovered a page full of equations. Now i feel horror tainted :dizzy:

But at least I have heard of the Fibonacci series now.

Title: **Re: Fibonacci series and Earthdawn**
Post by: **Kasbak** on **March 13, 2010, 01:23**

(http://imgs.xkcd.com/comics/alone.png)

xkcd ftw.

Title: **Re: Fibonacci series and Earthdawn**
Post by: **werefrog** on **March 13, 2010, 05:36**

Well, when determining how long one must take to retry a Talent or such after a fails, The Werefrog use fibinacci numbers.

In fact, whenever there is a series that goes in order, The Werefrog use the series.

Title: **Re: Fibonacci series and Earthdawn**
Post by: **ED_Chronicler** on **March 13, 2010, 10:23**

↑
↑
↑
↑
What he said.

Title: **Re: Fibonacci series and Earthdawn**
Post by: arma on **March 13, 2010, 13:49**

Practically never.
I'm a member of the Result Level faction.
The superior faction.
;D

Don't know what tings you have that are in order might come up, though. Can't imagine anything Result Levels couldn't handle (they are superior!) that I'd use in my games (for example, wouldn't increase time for retries, instead, no retries).

Title: **Re: Fibonacci series and Earthdawn**
Post by: **Dammi** on **March 13, 2010, 14:21**

There are no retries in my ED games. Players have to roll and live with the result, or change the circumstances of the situation (which turns the thing into a different Test, not a retry). But then, my players only roll the dice when they really really have to.

Title: **Re: Fibonacci series and Earthdawn**
Post by: **vinsane** on **March 13, 2010, 15:23**

I love the fibonacci system. I find it's most useful in providing a deterrent in excessive overpowered stats/skills without having to put a cap on them. Since the group has been playing Shadowrun of late, I rewrote the improvement costs to use a fibonacci system and it is actually cheaper for them at the lower levels and at the topout area for the Shadowrun equiv it is a little more costly. At higher levels, it effectively stunts power gaming, well in this area at least.

I know there are caps in SR 4, but apparently this 'limiting factor' is one of the reason the game is not liked.

Title: **Re: Fibonacci series and Earthdawn**
Post by: **vitus979** on **March 14, 2010, 22:19**

Quote from: arma on March 13, 2010, 13:49

> Practically never.
> I'm a member of the Result Level faction.
> The superior faction.

I see what you mean, but I'm also talking about things not necessarily related to tests. For example, I once forgot the cost to buy spells and so I just said the cost followed the Fibonacci series in the Talent Cost table.

Thus 5th Circle spells cost 800 silver rather than Rank x 100, which I later found.

If I've got PCs researching something in the Library of Throal and have hired a few sages to help out, the bonus granted by the additional sages and time might be equal to the number of days researched.

1 day = +1
2 days = +2
3 days = +3

5 days = +4
8 days = +5

So it's a tradeoff, they get higher bonuses, but they spend more time and money looking for it than if they tried themselves. Of course if it's a particularly buried piece of research that might require detailed search it might be in "weeks" rather than "days".

Title: **Re: Fibonacci series and Earthdawn**
Post by: arma on **March 14, 2010, 22:35**

I see.
It's a bit a question of style, I guess.

For "buying bonuses" for example, I'd use greater increments, something exponential.

Title: **Re: Fibonacci series and Earthdawn**
Post by: **abandag** on **March 20, 2010, 01:46**

I used the Fibonacci numbers to determine how many adepts there are at each Circle for each of the main 15 disciplines. I don't know where the numbers are now, but I think I started with approximately 3 at Circle 15 for each discipline, 5 at Circle 14, 8 at Circle 13, and so on. These are all approximates of course, There may be only 1 Thief at Circle 15 in all of Barsaive while there are 5 Circle 15 Warriors, for example.

Of course in my Barsaive there are about twice as many Name-givers than in the "official" count, ("officially" there's about a million Name-givers in Barsaive, but I use a little over two million) and a slightly higher percentage of Name-givers become adepts than what the books say.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=6529.0. It is a snapshot of the page as it appeared on Oct 5, 2011 06:52:20 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: burningcrow on August 24, 2009, 07:56

Title: **First Earthdawn game in ten years**
Post by: **burningcrow** on **August 24, 2009, 07:56**

Over the weekend I ran my first **Earthdawn** game in ten years ...well, actually I haven't been running **Earthdawn** since 2001 so technically it's only eight years ... but it feels like ten!

We had a blast! Played Ardanyan's revenge with outside-kaer characters (Obsidiman Warrion, T'skrang Elementalist, Troll Wizard, Ork Scout) 3rd Edition rules. And - after needing some re-getting used to the step system - it worked pretty well. Save for the fact that players rolled consistently under the expected value ... haven't seen that many 1s and 2s in one weekend ...

The new rules smooth out a lot of problems we had with the older versions (as far as I can remember).

One problem though on the side of the Elementalist: the talent "Air Speaking" doesn't make much sense from a player's perspective. You cannot use it for secret messages to other players and the bookish/teaching spellcasters (who could use this spell for teaching or oratory) I our eyes should be Wizard and Illusionist, not the Elementalist.
Question: what is the talent good for? And why does it have to be dicipline talent (so it is a "defining attribute" of this discipline)?

Otherwise: the new books are great! Thanx!

Title: **Re: First Earthdawn game in ten years**
Post by: **Kritt** on **August 24, 2009, 08:12**

I've just converted my character to 3ed, and had to think about how to use Air Speaking. I'm hoping my GM will rule that I when the talent is active, then I can choose when to use it.

I've thought of the following uses:

Spreading rumors aorund Bartertown. Very many people will hear it, but noone will know where the sound comes from.

Making the people around where we live believe there are ghosts out at night.

Gathering all the people in a village very quickly.

Intimidating hiding enemies.

Calling for help when I'm stuck somewhere.

and ofc. talking to large crowds as the talent states.

Title: **Re: First Earthdawn game in ten years**
Post by: arma on **August 24, 2009, 10:42**

> Quote from: burningcrow on August 24, 2009, 07:56
> Question: what is the talent good for? And why does it have to be dicipline talent (so it is a "defining attribute" of this discipline)?

Some talents require you to think around the corner a bit to make more use of them (see Kritt's suggestions above).
However, some talents are below par on purpose and used mainly to balance other talents and especially use of spells. If every talent a spellcaster had was as useful as those of a non-casting Discipline, and they had spells on top of that, many of which are as good as talents, they'd soon become too powerful.

Title: **Re: First Earthdawn game in ten years**
Post by: **burningcrow** on **August 24, 2009, 11:07**

Oh, I'm not questioning the game balance aspect of this talent ... rather I question the qualification as a "defining ability" for an elementalist (and that is what discipline talents should be in my opinion).

The 1st edition variant of the talent was even less useful (provided you didn't have several elementalists in your group) but had this flavor aspect. Kind of a linking ability in the "brotherhood of elementalists". The new version simply seems to be an odd idea for this kind of discipline ... but maybe that's just the feeling in our group.

I'm contemplating reverting the talent to its 1st edition version, though ...
But let's wait for the Companions and see what the talent knacks for Air Speaking will be. :wink:

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=8274.0. It is a snapshot of the page as it appeared on Nov 19, 2011 21:17:13 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by dammi earthdawn** Text-only version

RedBrick LLC Forums

RedBrick Forums => Tales of the Bloggerob => Topic started by: Dammi on September 26, 2011, 14:58

Title: **Fragments of the Past**
Post by: Dammi on **September 26, 2011, 14:58**

Hiya!

This is for discussing my latest blog entry, Fragments of the Past (http://www.redbrick-limited.com/cms/index.php?categoryid=10&action=showsingleentry&blog_id=2&entry_id=999&pointer=0&showall=0&confirmdeletion=

Best,

Dammi

Title: **Re: Fragments of the Past**
Post by: **Anunnaki** on **September 26, 2011, 17:38**

Hiya,

Dammi, you have been a major (nay, "the major") influence on **Earthdawn** for the last six years, and going to be for at least the year to come. There really isn't any way to publicly express or say thank you for the devotion to the game line you have shown -- among other things.

With a new child imminent, on top of the one you have now, family is an important consideration, so enjoy this new experience. Basically, you've swapped Line Developer roles to being a parent for two happy childre You might find the whip-cracking harder when they become teenagers, however. ;D

We are all glad that you are keeping the scheduled books on track. And I know I speak for a LOT of people who are looking forward to seeing what you and the Dev Team come up with for Equinox, both in the core rulebook, and subsequent releases. That's an exciting product, and given the attention to detail that I know going into it, it's going to be a good one!

Also, Pro-Indie has some cool products coming out as well, so that's a product line that people should be paying attention to, if you aren't already.

Thanks, and as always, see you on the forums.

Kind regards,

James Sutton
Managing Director

Title: **Re: Fragments of the Past**
Post by: Dammi on **September 26, 2011, 18:44**

Thanks, James! :thumbsup:

Title: **Re: Fragments of the Past**
Post by: **Angelman** on **September 26, 2011, 19:51**

Hear, hear! We respect your choice Carsten, but this place will not be the same without your dark tentacles our pies...

Salve! :beer:

Title: **Re: Fragments of the Past**
Post by: **Xemides** on **September 26, 2011, 20:40**

Hi Dammi,

seems I am the first not from the RB-Team

But I want to thank you also for all your work and send you best wishes for the bitrh of your second child ar family live.

I find new enjoyment with ED after 20 Years when ED3 started and am GMing it now.

So, I hope to see Equinox someday in the near future and good luck with is also.

Greetings from Lübeck

Christoph

Title: **Re: Fragments of the Past**
Post by: **Ryval** on **September 26, 2011, 20:56**

There are not enough words to thank you for carrying the torch for **Earthdawn** all these years and the nethermantic spells you used to bring it back from the brink. It, too, is my all-time favorite game. And I thank you profusely for not only maintaining it but building it and helping it grow.

Congratulations on fatherhood!!! (I myself have two) And we all will miss your presence in our Barsaive but will welcome your upcoming endeavors with Equinox.

I'm sure we all will see this as a "Goodbye-for-now" instead of a goodbye forever.

With all respect and well wishes.
-Ryval

Title: **Re: Fragments of the Past**
Post by: **Nahor** on **September 26, 2011, 21:44**

Hi Dammi,

Just wanted to stop and thank you for your work in keeping my favorite game alive. I've always enjoyed working with you and bantering back and forth via the boards and in PM. Goodluck on your new endeavor w Equinox and congratulations on your child.

Thanks again,

Seth aka Nahor

Title: **Re: Fragments of the Past**
Post by: **LouP** on **September 27, 2011, 02:16**

Hi Dammi,

Let me add my thanks as well.

I'm honored and flattered that something I worked on could inspire you to devote so much of your time and energy to maintaining and developing **Earthdawn** over the past years.

I knew that ED was in good hands when you and James (and Josh) took it over way back when, and I was right. Since then you've assembled an equally dedicated team whose passion for the game have kept it alive and well long after I might have thought possible. You truly helped make my motto more than mere words: "**Earthdawn** Forever, Baby!"

On a more important note, congratulations on the upcoming birth of your new child. Having 2 kids is more than twice the work as having only one, but as you already know, it's more than worth it.

Please stay in touch, and don't be a stranger.

Take Care,

Lou Prosperi

Title: **Re: Fragments of the Past**
Post by: **Telarus** on **September 27, 2011, 07:23**

Congrats and enthusiastic echos of all of the above.

:thumbsup:

Title: **Re: Fragments of the Past**
Post by: **Corinthian** on **September 27, 2011, 08:18**

Hi Dammi,

I know it’s not goodbye, as you will still be here with us, so instead, like many others, I will say thank you. Thank you for all the times you have helped me, whether it be with the web or the way you set me on the right path with editing.
I’m sure I’ll still ask you many questions in the future ;)

Michael

Title: **Re: Fragments of the Past**
Post by: **ED_Chronicler** on **September 27, 2011, 21:03**

Dammi,

It is with profound appreciation and admiration that I say how grateful I am to the efforts you have put into **Earthdawn**.

I also want to wish your family the best and to offer congratulations on the soon to be new arrival.
EDC

[This post started with 7 you(s), I wonder why I was so obsessed over removing them and rewording this.]

Title: **Re: Fragments of the Past**
Post by: Dammi on **September 28, 2011, 11:53**

Thanks everyone for the kind words and support, I really appreciate this! :thumbsup:

Title: **Re: Fragments of the Past**
Post by: **stormcrow** on **September 29, 2011, 11:40**

Noooooooooooooooooooooooooooooooooooooooooooooooooooooooooooo!!!

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=7146.0. It is a snapshot of the page as it appeared on Sep 29, 2011 14:33:46 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn forum** Text-only version

RedBrick LLC Forums

RedBrick Forums => General => Topic started by: rainseyes on April 30, 2010, 00:17

Title: **Future of Earthdawn**
Post by: **rainseyes** on **April 30, 2010, 00:17**

Hey guys, I´d like to express my opinion here about the development of ED in the last years, and also hope for other players and gamemasters opinions.
I started with ED back in 1993 and after all these years I ask myself - will you guys from Red Brick ever push the ED universe forward into a new direction, or will we have to live with new editions, new reprints and books with new talents, talent-knacks, spells and legends for the next 10 years...?
Come on, ED universe did not change much in the last X years, like it did in the old FASA days, where adventures and sourcebooks and novels kept the story going, intertwined and let the universe feel like a living world, where kings died, Therans conquered and so on. Since ED left FASA nothing happens anymorein this universe which keeps it alive.
What are your plans on this?

Title: **Re: Future of Earthdawn**
Post by: **werefrog** on **April 30, 2010, 00:54**

The Werefrog have found that they do add new material. The Werefrog have seen the plans that Throal and Thera will fight their war, then the big baddie of name-givers will be from Iopos.

There are plans to further the story. They were about to get there with Classic, but the Mongoose deal came up, and they switched over to 3rd edition at the proper time.

They will get what needs to be converted to the new edition done, then start building purely new things.

Title: **Re: Future of Earthdawn**
Post by: **Valkyrie** on **April 30, 2010, 01:04**

Thank you, Werefrog. The schedule had ben pushed back a bit to make our game books conform to our printer's needs. There are indeed more supplements in the works and some that I have been waiting ages for. Some that have to do with the world outside Barsaive and some to do within.

My question to you is are you more interested in metaplot advancement or supplements on areas of the world?

Title: **Re: Future of Earthdawn**
Post by: **Delarn** on **April 30, 2010, 01:59**

1: The future of ED is Shadowrun ...
2: The future of SR is Equinox ...

Oh that's not what you meant...

Let the flow go, Rebrick just got their edition out, so we will have more fiction and other stuff out.

Title: **Re: Future of Earthdawn**
Post by: **werefrog** on **April 30, 2010, 03:42**

The Werefrog would prefer the plot advance more than we learn about non-Barsaivian locations.

However, The Werefrog want both to be made. Think of it this way. If you produce 3 game books per year, which might be about right for a system that has all core rules out, you should have 2 adventure books that can handle a few different levels of character parties, and 1 book that furthers the storyline for two years then the third year have a book about other areas.

Basically, a 2:1 ratio of plot furthered to different areas explored.

Title: **Re: Future of Earthdawn**
Post by: **Dammi** on **April 30, 2010, 07:53**

Hey rainseyes,

we have a couple of epic things in the works, so yeah, there is stuff planned and coming. It just takes a while to get the line to that level again--keep in mind that there are many newcomers to the game that don't know the previous editions. I understand why this feels a little static to the existing fans, but even with them it's a status quo (see the metaplot discussions going on here--likes and dislikes all around).

Hope this helps--feel free to shoot further questions!

Dammi

Title: **Re: Future of Earthdawn**
Post by: **Angelman** on **April 30, 2010, 08:55**

As an outside observer of **Earthdawn** it is interesting to see that Earthdawners seem to crave setting advance while Fading Suners generally seem to detest them. I guess different people are attracted to different games :)

Angelman

Title: **Re: Future of Earthdawn**
Post by: **Dammi** on **April 30, 2010, 10:07**

Quote from: Angelman on April 30, 2010, 08:55

> As an outside observer of **Earthdawn** it is interesting to see that Earthdawners seem to crave setting advance while Fading Suners generally seem to detest them. I guess different people are attracted to different games :)

Nah, the balance of metaplot lovers/haters in the ED community is about the same as in the FS community. The difference is that **Earthdawn** (as all FASA products) was always very metaplot heavy opposed to FS (which had almost none).

We carry that stick on in the development of FS (where we frequently get metaplot idea

submissions), but had set **Earthdawn** on halt for a while--we're just getting started on that one again. As a result, the discussions on ED metaplot are always more numerous in comparison.

Title: **Re: Future of Earthdawn**
Post by: arma on **April 30, 2010, 14:13**

Found this a couple days ago in dumpshock.com (the major Shadowrun **forum**):

> Quote from: Cheops
> Talking about Barsaive at War is about the only way to start an edition war on **Earthdawn**.com.

Made me smile. ;)

In any case, I believe Cheops posts here too, maybe he'll ad something or elaborates further so I don't have to.

Title: **Re: Future of Earthdawn**
Post by: **werefrog** on **April 30, 2010, 15:56**

> Quote from: arma on April 30, 2010, 14:13
> Found this a couple days ago in dumpshock.com (the major Shadowrun **forum**):
>
> Quote from: Cheops
> Talking about Barsaive at War is about the only way to start an edition war on **Earthdawn**.com.
>
> Made me smile. ;)
>
> In any case, I believe Cheops posts here too, maybe he'll ad something or elaborates further so I don't have to.

Barsaive at War was awesome. Anyone who says otherwise is wrong. :)

Actually, The Werefrog like that there is a story that goes one regardless of what the party does. However, would it be possible for the party to somehow prevent one of the major actions to occur? Could they, for example, prevent the Triumph from landing on that liferock?

Title: **Re: Future of Earthdawn**
Post by: **jukibu** on **April 30, 2010, 16:21**

I like the depth and diligence (is that the right word?) that RB puts into ED. Of course the Lulu/Mongoose story was a little setback for new books with new content, but also a great chance to make ED ready for a new generation of players- and more interesting for old players that are open for change, too. ;)

I have no doubts that ED will live on and feel like a living, evolving world, don't worry. But better slowly and with good care for the detail than too fast and hasty, like other publications out there...

(it's pure coincidence that this post follows one that mentions BaW, absolutely no hint there that that book wasn't good, there are many other books I could have meant, of course the idea that I actually meant that book is close at hand and I would totally understand it if anybody, or the majority, would missunderstand me, but I assure you, that's not what I wanted to state with this post, very far away from that, wasn't even thinking about it...)

Title: **Re: Future of Earthdawn**
Post by: **Cheops** on **May 12, 2010, 17:24**

Lol. Just found this thread.

It's the contrast between SR and ED. There's only a few books here that seem to spark major hatred and bile. That being said the hatred and bile is very civilized, short, and friendly. Not like Dumpshock.

The comment came up because there was talk about the CGL issues and what can happen when your writer pool is wiped out and you are left with no one who knows the backstory or what can happen when you get a new developer who takes it in a specific direction. Another poster's comment was that once a book is out there it can't be taken back and wars will ensue over whether it should be ignored or embraced by the community. There was some nervous talk of Lone Star officers mounted on Unicorns which I tried to dispell with the thought of flesh eating, blood drinking ED unicorns ripping gangers faces' off.

LRG and the Barsaive at War plot was a prime example and one of only 2 cases I've seen here where people get a little upitty. It wasn't terrible but it did make some massive changes to Barsaive, and now we're "stuck" with it, it's out there, and some people use it, and some (like me) ignore it.

Title: **Re: Future of Earthdawn**
Post by: **Rogan Rubyeye** on **June 30, 2010, 21:31**

Heh, for me the current "lull" in metaplot is a good thing. Had to restart a group, most of who are new to ED, but a couple of leftover veterans of my ED1 campaigning days. The subtle changes to ED3s rules are being worked through gradually, but Barsaive is still Barsaive and thus it makes things a bit easier to integrate.

Regarding the metaplot stuff, well, I've restarted my campaign where it kind of left off - 1507TH, so the whole BAW incidents are't too much of a problem. I really want my players to be in the midst of certain revalations: Ahyodya & Triumph landing, the Seeds of Nation & Cara Fahd re-emergence, the Throalic Crown & the resulting politicking. Oh yes, like a Horror I'm patient and have laid my plans long ago. No doubt some pesky band of meddling adventurers will upset them. (Darn this internet thing - information is too easy to come by ;D)

As for the publishing of new material by RedBrick, I can understand the hiaitus due to unexpected and tragic Real Life events as well as the disruption in releasing a new format/edition. As with any good reputable company, the plans are on hold for future development rather than cancelled outright. I too wish to see what these guys have done with the mystic lands of Cathay.

In detailing a new area of the **Earthdawn** world, the writers have a bit of free reign to create and describe a place not covered beyond a bare minimum sentancce of description before. In many ways this is incredibly freeing for the writer and nowhere near as difficult as having to write something new about an area already defined by previous writers in an earlier sourcebook. Take it from one who has had to do just that - condense exisitng material, add new elements without going overboard and remain true to continuity and over ten years of established timeline. Challenging but highly enjoyable.

So, rambling aside, what I'd like to see are more detailed sourcebooks coovering individal areas of interest. City sourcebooks, like Kratas (bloody good work - loved it) are my most desired product as I can use them in my campaign. But I find the Shards short scenarios equally enjoyable. True, I might not use them, but they all add little bits and pieces to flesh out the **Earthdawn** world - an NPC here, an encounter there can easily be added into my homespun adventures. What I'd really like though, are maps and handouts. Full colour ones with the Passion star groups. Maybe even a computer version that has a Shatanya's Sextant tool to activate and calculate distances, navigation directions etc.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

You have reached the cached page for http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=3725.0

Below is a snapshot of the Web page as it appeared on **12/13/2011**. This is the version of the page that was used for ranking your search results. The page may have changed since it was last cached. To see what might have changed (without the highlights), go to the current page.

You searched for: site:redbrick-limited.com "**Post by: Arma**" **Earthdawn forum** We have highlighted matching words that appear in the page below.

Yahoo! is not responsible for the content of this page.

RedBrick LLC Forums

Earthdawn => Core Rules => Topic started by: Ron Blessing on June 06, 2008, 02:34

Title: **GM Screen?**
Post by: **Ron Blessing** on **June 06, 2008, 02:34**

Is there or will there be one of these?

Any format would do... dead tree, PDF, etc.

Title: **Re: GM Screen?**
Post by: **Anunnaki** on **June 06, 2008, 02:50**

Hiya,

Reference this thread: http://www.**earthdawn**.com/**forum**/index.php?topic=188.0

Eventually we will get around to making one. No progress at time of writing, however.

As a general reminder note to everyone, we have a working Search in the **Forums** menu.

Take kaer, James

Title: **Re: GM Screen?**
Post by: **The_Gun_Nut** on **June 08, 2008, 08:59**

A hardbound screen like White Wolf has been producing for their WoD games wouldn't be

---

Title: **Re: GM Screen?**
Post by: **Ryval** on **June 16, 2008, 08:22**

In the meantime I have finally caved and made my own screen. I have had to do this for how I did it (i'll try to be brief - e-mail me of you'd like more detail):

I buy 2 Mead pocketed report folders for $0.39 each. I then tape these together with the

On the left side I tape all the weapon and armor charts. The main armor table is on the o

The Center face has the Combat Options table, the Step/Action dice table and the Success table, and a list of Typical Artisan skills.

The right side has a bunch of little tables that come in handy once you no longer have to l Shipyard Repair table, Crew Repair table, and the Airship range table. The outside pocket

Since the screen is made from report covers I slip in about 4-6 transparent sheet protecto and I can arrange the school of spells by which character is in my adventuring party.

Having easy access to Talents, Knacks, and Spells basics has made the rule of three easie

I also created my own hit locations chart for extra detail in combat. I even have them for

Name Giver	**Windling**	**T'Skrang**
1-Head	1-Head	1-Head
2-Neck	2-Weapon Arm	2-Neck
3-Weapon Arm	3-Shield Arm	3-Wea
4-Shield Arm	4-Left Wing	4-Shie
5-Chest	5-Chest	5-Ches
6-Upper Abdomen/back	6-Right Wing	6-Abd
7-Lower Abdomen/back	7-Abdomen	7-Left
8-Groin	8-Groin	8-Groi
9-Left Leg	9-Left Leg	9-Tail
10-Right Leg	10-Right Leg	10-Rig

Title: **Re: GM Screen?**
Post by: **Grinder** on **June 16, 2008, 08:34**

Would be coo to see pictures of it :)

Title: **Re: GM Screen?**
Post by: **cbooth** on **June 16, 2008, 14:35**

I agree! :thumbsup:
If you can, please post some pics of your GM screen. I'm getting tired of using my GURPS

Title: **Re: GM Screen?**
Post by: **erossing** on **June 16, 2008, 17:11**

Not to threadjack, but here's what I used yesterday.....

I have a 3-panel landscape format double-sided screen (i.e. 3 GM pockets, 3 player pocke

The files have 4 pages -- 3 for the GM side and a single page with combat options and seq

Yesterday was the first session I had all this ready for, but it worked quite well.

Title: **Re: GM Screen?**
Post by: **Ryval** on **June 22, 2008, 08:09**

> Quote from: cbooth on June 16, 2008, 14:35
> I agree! :thumbsup:
> If you can, please post some pics of your GM screen. I'm getting tired of using my GURPS screen.

See if this helps...
http://www.kodakgallery.com/SlideshowEnd.jsp?
&collid_list=596868761111.242499539111.1214118409138:&img_size=5&trans_delay=3

Title: **Re: GM Screen?**
Post by: **griton** on **June 22, 2008, 17:38**

That's the link to the end of the slide show. Try linking to the beginning. I can't seem to n

---

Title: **Re: GM Screen?**
Post by: **cbooth** on **June 23, 2008, 01:52**

Ditto.

Title: **Re: GM Screen?**
Post by: **Ryval** on **June 23, 2008, 02:04**

Crap. I'm new to this. let's try THIS one...

http://www.kodakgallery.com/ShareLandingSignin.jsp?Uc=7m748zkn.33ehypwn&Uy=-odl

---

Title: **Re: GM Screen?**
Post by: **arma** on **June 23, 2008, 02:12**

Whew, that looks like it was quite the labor.

I'm almost ashamed of my homemade screen.

Title: **Re: GM Screen?**
Post by: **Raven Bloodeyes** on **June 23, 2008, 02:15**

Wow! That is impressive :thumbsup:

Can you make any for sale ;) [kidding....]

Title: **Re: GM Screen?**
Post by: **Anunnaki** on **June 23, 2008, 02:23**

That's impressive Ryval! Thanks for sharing these.

I especially love the little "flaps" at the base which look like they not only add stability, bu

Very very awesome.

Take kaer, James

Title: **Re: GM Screen?**
Post by: **Crusufix** on **June 23, 2008, 06:16**

Great, now I gotta go make mine better...

looks to the left and scoffs at the ED1 Shield sitting there

Title: **Re: GM Screen?**
Post by: **cbooth** on **June 23, 2008, 07:43**

Oh...my...God! :o

There are multiple tables, pages, clips, secret compartments...where's the technical manu

Seriously, nice work there. :thumbsup:

Title: **Re: GM Screen?**
Post by: **Wingtail** on **June 24, 2008, 15:37**

I'll post some pics of the one that I made a little back. Made of 5 a4(8-1/2" X 11") sheets
seen as how they are pretty easy to remember and if not really easy to find. The few peop
back home as I am on vacation.

Title: **Re: GM Screen?**
Post by: **Thalor Rhstikian** on **October 17, 2008, 17:53**

Those of you who made their own custom built GM screen, which charts and tables did you

Thanks a lot! :smokin:

Title: **Re: GM Screen?**
Post by: **griton** on **October 17, 2008, 18:51**

I bet most of them can be found in the Appendices under Free Stuff (http://www.**earthda**

Title: **Re: GM Screen?**
Post by: **cbooth** on **October 17, 2008, 20:37**

Unfortunately, those tables are outdated and incorrect.
I've printed them out not too long ago and some of the errata that has passed has not ma
I've started a thread to see when it would be updated, but I haven't heard anything yet.

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=7631.0. It is a snapshot of the page as it appeared on Nov 29, 2011 11:32:49 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: The_Gun_Nut on January 18, 2011, 01:54

Title: **Haggle: A New Mini-Game for Earthdawn**
Post by: **The_Gun_Nut** on **January 18, 2011, 01:54**

So my PC's have entered a period of down time, a whole year, and we met to discuss what everyone's plans were for the period. To sum up, they captured a Theran military vedette, found a core pattern item for the city of Parlainth, and brought that item to Charcoalgrin in exchange for an airship dock in the city and the equipment they will need to service it. The year of downtime represents their efforts to establish themselves with their new resources and to do some much needed training and crafting and researching for their new magical gew-gaws. Did I mention that the t'skrang Elementalist in the group is also using her time to craft a few nifty things, like a version of the fire engine for the airship?

Anyway, while this downtime was going on, the players have a lot of cash, but they still need more for various supplies they need to do their enchanting and crafting. The Weaponsmith needed more to craft a few special items, and, remembering the Weaponsmith Discipline has the Haggle talent as a Discipline talent, I came up with a cool way for someone with the right trading skills (Haggle, and the like) to use them to generate some money for themselves. It isn't a lot, but it does add up over time, which is what the PC's have a lot of at the moment.

So, I decided to post it here and see what others think of it. If you could, give me some feedback on what you think could improve the system. After the break, it's mini-game time! Tell me what you think.

EDIT: The Elementalist didn't make a fire engine for the airship. He made an item that can store life energy willingly given so that the Theran airship they stole doesn't need slaves to fly. The enchantment took 26 weeks of downtime, and is now a major magical item.

Title: **Re: Haggle: A New Mini-Game for Earthdawn**
Post by: **The_Gun_Nut** on **January 18, 2011, 02:36**

THE HAGGLE MINI-GAME!!

Each round of Haggle represents one week of multiple sessions of trading back and forth with multiple traders, trying to earn a profit over the long haul.

The Haggler can only make a number of rolls to Haggle equal to the Haggler's rank in the Haggle talent or skill (or a single roll if defaulting). Unlike a single session of Haggling with a single person, which ends when the character fails a Haggle roll, this represents multiple sessions and thus only stops when the rank limit is reached or the Haggler decides to quit for the week.

Karma can be used on the roll, as per normal talent rules, but only a number of Karma points equal to the Haggler's rank in Karma Ritual can be used for the week.

The difficulty of the roll depends on the size of the market and the "skill" of the market. This is the Social Defense of the market, and the target number for the Haggler, and is ultimately GM's discretion. No hard and fast rules here, some advice on guidelines would be good. (I used a default "6" to start.)

Write down how much of a starting "pot" the Haggler wishes to risk. This will determine the step of the market's Haggle skill when counter-haggling. To determine this step, use the Novice legend award cost for talents on the Talent advancement table in the chapter "Building Your Legend." **Find the highest rank the pot may buy in silver pieces, then add 5 to this rank. This is the step number for the market's counter-haggling, and the rank also determines the number of times the market can counter-haggle**. The greater the investment, the greater the risk, but the greater the reward!

_____For example:_____
If the Haggler invests 1000 silver into the pot, the step of the market's counter-haggling will be 5 + 5 (1000 is more than the 800 needed for rank 5 but less than the 1300 needed for rank 6) = step 10. The market can counter-haggle 5 times.

The Haggler then rolls her/his Haggle skill/talent, and may use Karma as normal, against the Social Defense of the market. Each Result Level gives the Haggler one check or "hit" for the week. This may be done a number of times per week equal to the Haggler's rank in Haggle (or a single time for defaulting).

The market rolls it's counter-haggle step (but cannont use karma) against the Haggler's Social Defense. Each Result Level gives the market one check or "hit." This is done a number of time's equal to the market's rank in counter-haggling. The market uses all chances it is able to, and does not hold back.

Tally up the hits for both the Haggler and the market. If the Haggler generates more hits than the market, then he receives an amount of extra silver equal to 5% of the pot times the number of net hit's he received. If the market gets more hits than the Haggler, then the Haggler loses an amount of silver equal to 5% of the pot times the number of net hits.

_____For example:_____
The Haggler gets 3 net hits on the roll for the week, after investing 1000 silver. He gains 50 (5% of 1000) x 3 = 150 silver of profit!

Next week the Haggler invests another 1000 silver, however the market gets 2 net hits this time. The Haggler loses 50 (5% of 1000) x 2 = 100 silver this time!

Play continues until the Haggler stops investing, or runs out of time, or money!

I have some ideas regarding talent knacks, but what do you think so far?

Title: **Re: Haggle: A New Mini-Game for Earthdawn**
Post by: arma on **January 18, 2011, 10:27**

Nice.

A general "Trading" skill was one of the problems with past editions and in ED3 development. Maybe introducing a "Market Rating" of sorts is a way to fix that.

Title: **Re: Haggle: A New Mini-Game for Earthdawn**
Post by: **avantio** on **January 18, 2011, 12:06**

I like that!

And it make me think of similar mini-games for other disciplines as well - like thieves. They can take contracts or just hunt for treasure. I would make it a little more risky but

profitable. Let's say the Thief chooses his contract/prey to be worth a 1000sp. If he get's more "hits" on silent walk/lock pick tests than his pray, he get's the whole sum. If he looses - he's caught, and the bail will cost him (or his friends) 1000sp... Of course if he accepts a assasination contract

A Troubadour can use his perform to make money in the same way as a "haggle" user, but he get's only 1% for each hit but does not loose anything (except time) if he gets less hits.

this is excellent!
I say You should submit this and this should become a free download or somehting!!! :thumbsup:

Title: **Re: Haggle: A New Mini-Game for Earthdawn**
Post by: **Dead Monky** on **January 18, 2011, 19:51**

I like this.

Hammering out the Social Defenses and skill level of the various cities in Barsaive would be a must.

And you would probably have to limit the number of rolls you can make based on the size of the market as well. Bartertown or Travar could support this kind of thing for longer than a village or even a group of them could. Or you could just change the length of time each roll represents. Stretching it out to represent the time the market needs to recover and produce or bring in new goods. Keep the week for larger markets, but stretch it out to several weeks, or even a month or more, for small markets.

If you really felt like it you could even break it down further to represent specific markets: weapons, magic items, blood charms, alchemical items, animals, airships, crops, etc. But that would quickly get cumbersome.

This could also be used as an abstraction for running a household or even a business. Can you imagine the Social Defense and skill level for all of Barsaive itself?

Title: **Re: Haggle: A New Mini-Game for Earthdawn**
Post by: **Telarus** on **January 18, 2011, 20:53**

I like it as well. It sits in the same level of "abstraction" as the Company rules (from Reign) that I'm still tinkering with.

Good for the new Merchant Discipline as well (they get the Asses Community Talent which you could incorporate to "get a feel of the market").

Title: **Re: Haggle: A New Mini-Game for Earthdawn**
Post by: **The_Gun_Nut** on **January 18, 2011, 21:14**

Thanks for the replies! The Weaponsmith started haggling in nearby Haven, so, while the town itself is fairly small, it is a significant trading hub for adepts and adventurers of all stripes. I reasoned it could support some serious trading back and forth, so long as the PC didn't try to go crazy and muscle in on Torgak's enterprises.

I like Dead Monky's idea of altering the duration of a Haggle session to represent different markets ability to "bounce back." It could also represent the time the region needs to simply move goods back and forth, as lower population density regions require travel time!

Something similar could be set up for Thief adepts to allow them something to do during

downtime without getting super involved in whatever particular job they pull (thus defeating the purpose of downtime).

Title: **Re: Haggle: A New Mini-Game for Earthdawn**
Post by: **The_Gun_Nut** on **January 19, 2011, 02:27**

I had been thinking about how to incorporate the two Haggle talent knacks into the mini-game. While speaking with the Weaponsmith player, I came up with the following idea:

The talent knack Covet Item, which increases the haggle bonus the adept gets from 5% to 10% per result level, will double the *net* hits the Haggler gets from a round of haggling, assuming the Haggler wins that round. To use the example from the post, the Haggler got 3 net hits for 15% profit. With the talent knack, those net hits are doubled to 6, for a 30% profit.

The talent knack Faulty Goods causes the seller to perceive flaws in his goods, which drops the price of the goods by 50%. For the mini-game, this will cut the market's net hits in half (round up to simulate *some* loss on the haggler's part), assuming the market wins the round. Using the example from the post again, the market got 2 net hits, cutting into the Haggler's pot by 10%. This knack would reduce the effects of the bad round of haggling, reducing the market's hits to 1, only cutting into his pot by 5%.

How do those sound?

And where is that merchant Discipline?

Title: **Re: Haggle: A New Mini-Game for Earthdawn**
Post by: **Stargaizer** on **January 19, 2011, 05:38**

For the covet talent knack, you could possibly make it work both ways. Double the net ticks, whether they're positive *or negative*. The negative result could represent anything from getting too attached to a particular item, to dabbling in unknown goods, to a passing merchant that's just that much better.

It'd add a little more risk along with the added potential for gain.

Title: **Re: Haggle: A New Mini-Game for Earthdawn**
Post by: **The_Gun_Nut** on **January 19, 2011, 06:22**

Covet Item doesn't work that way. Instead of modifying the price of a given item by 5% per result level, it modifies it by 10% per result level the player achieves. And it is always in the PC's favor.

Also, why would someone ever use a knack that would be *detrimental* to their character, even if it sometimes provided a bonus? This is the opposite of what the knacks are supposed to do. Yes, they cost strain, but that is a minor consequence when considering what the character gains, especially since it has nothing to do with what is being gained. Making it potentially reduce the Haggler's pot will ensure that it never gets used, except for the really, really tiny pots when the Haggler's rank in Haggle is ridiculously high (low counter-haggle rank and low difficulty).

It's better to reward a player who invested in a talent knack, especially a niche one like Covet Item.

Title: **Re: Haggle: A New Mini-Game for Earthdawn**
Post by: **Dead Monky** on **January 19, 2011, 20:29**

I like the knack modifications. Gives more incentive for players to pick up the knacks too.

Any thoughts on Quester powers? After all, what self-respecting Quester of Chorrolis wouldn't get in on this?

Title: **Re: Haggle: A New Mini-Game for Earthdawn**
Post by: **The_Gun_Nut** on **January 19, 2011, 21:41**

Here's something to start with. The Encourage Trade questor power reduces the time between rounds of trading, while the Incite Greed questor power reduces the difficulty (i.e. the Social Defense) of the market.

I'm thinking that direct reductions of either time or difficulty won't be entirely balanced. If ET reduces the time involved by a number of days, then long periods (a month or more) won't be significantly affected, but short periods will be cut to mere moments of time instead of the long downtime involved. Perhaps reducing time by a percentage of the total (so many % per result level).

If IG were to affect difficulty, then a bottom end would be necessary, and also a mechanic to simulate the market's increased insolvency over successive Haggling rounds. Leaving it a flat '6' difficulty doesn't make a lot of sense, nor does simply reducing the difficulty by the rank of the questor.

I don't want to introduce additional rolls into the mini-game, as these could bog it down and make it less fun for the players. So, any thoughts as to how to incorporate those questor powers into the mix? (The third questor power of Chorrolis doesn't really apply, here.)

Title: **Re: Haggle: A New Mini-Game for Earthdawn**
Post by: **Dead Monky** on **January 19, 2011, 22:07**

ET, if it reduces the length of time, could simply reduce it by 5% or so for each questor rank. Or you could roll the power against the market's difficulty with each result level reducing the time for each roll by 5 or 10% or so.

IG could also make the market take more risks in its dealings. You could, for instance, do the minigame as normal and just double the end results. Whether for good or ill. So if the questor wins with a 15% profit you'd double it to a 30% profit. Or if he say ended up with a 20% loss you would double it to a 40% loss. Of course, this can make the minigame crazy risky and unpredictable, but really that would likely just make Chorrolis all the happier.

Title: **Re: Haggle: A New Mini-Game for Earthdawn**
Post by: **The_Gun_Nut** on **January 19, 2011, 22:37**

I've got it! I like the time reduction from ET as you have it, DM. It's pretty simple, even if it won't be significant until higher ranks or longer time periods (which is reflective of the lower "skill" of the questor).

I just re-read some of the replies. IG could, instead of directly affecting the die roll, allow the Haggler to haggle longer than a given market could normally sustain. For example, if a market could sustain X number of rounds of Haggling, then the questor rank could allow for a number of extra Haggle rounds equal to the rank. Or, alternately, allow for a number of extra rolls for the Haggler, one per interval above the normal number allowed for the Haggle rank, equal to his rank in IG.

Title: **Re: Haggle: A New Mini-Game for Earthdawn**
Post by: **Dead Monky** on **January 22, 2011, 00:04**

I think I like the first option for IG's effect. It's a bit more straight forward.

And I was thinking about this the other night. While Detect Treasure wouldn't have any real effect on the Haggle version of this, it could potentially effect the potential thieving version of it that was brought up.

Title: **Re: Haggle: A New Mini-Game for Earthdawn**
Post by: **The_Gun_Nut** on **March 18, 2011, 14:24**

Someone was asking about downtime money accumulation for players, so I decided to bump this back to the front, for those who may be curious.

Title: **Re: Haggle: A New Mini-Game for Earthdawn**
Post by: **freid** on **March 25, 2011, 04:39**

this is a serious addition that is easy and simple to use.

I would suggest you put these ideas in a more user-friendly format AND find the market and skill of all major town in Barsaive!

Title: **Re: Haggle: A New Mini-Game for Earthdawn**
Post by: **The_Gun_Nut** on **March 25, 2011, 14:49**

I've heard this suggestion several times already, so I shall be working on a draft of this mini-game.

I'll also see about hacking out a low grade theft downtime game for those of the less-than -legal persuasion, as it was asked about, as well.

Stay tuned for updates, but please be patient. I tend to take the time to make it right, but I will publish drafts as I go.

Title: **Re: Haggle: A New Mini-Game for Earthdawn**
Post by: **freid** on **March 25, 2011, 14:59**

Try to make it modular too. Start with Haggle, but make it so that we can substitute the mechanics for troubadour, thief and such.

I'm still debating (with myself) trying to figure out if this could be a discipline "mini-game", but somehow, it seems like it might defeat the original purpose of it. Even if a warrior could be hired for $, doesn't seems possible to make extra from rolls.

BUT, i do like the idea of the 1% instead of 5% for the troubadour. Perhaps i would put a 1% lp too, even if it's small numbers, it's enough to pay for the karma. Perhaps something alike for thieves. And what about weaponsmith?

I guess i would try to make it simple and make this around talent instead of discipline. So that way, multiple disciplines could benefit from the same "mini-game". It also enable karma on those proficient in it, not so for versatile humains. And don't forget knacks, that can be something interesting to work with.

All and all, if you need some brainstorm, lay your stuff on the board and let us comment!!

Title: **Re: Haggle: A New Mini-Game for Earthdawn**
Post by: **Quorlox** on **March 25, 2011, 16:23**

Quote from: The_Gun_Nut on March 25, 2011, 14:49

> Stay tuned for updates, but please be patient. I tend to take the time to make it right, but I will publish drafts as I go.

Have you considered integrating it with the **Earthdawn** Downtime System, which includes mechanics for Adepts hiring themselves out for fun and profit?

Title: **Re: Haggle: A New Mini-Game for Earthdawn**
Post by: **The_Gun_Nut** on **March 25, 2011, 17:18**

Not really. But it's not like it would be tough to do, since I simply use blocks of time instead of abstracting it. The Weaponsmith in our group used 4 to 6 weeks for haggling to get enough ready cash to get some of the base materials he needed to start crafting his crystal plate (didn't need to buy all of them, as they found a handy source of living crystal to cut the cost of materials in half).

Since the downtime system uses time "blocks," the mini-game is easy to integrate, if you want to do so.

Title: **Re: Haggle: A New Mini-Game for Earthdawn**
Post by: **Quorlox** on **March 25, 2011, 17:46**

> Quote from: The_Gun_Nut on March 25, 2011, 17:18
> Since the downtime system uses time "blocks," the mini-game is easy to integrate, if you want to do so.

The more integrated everything is; the easier life becomes.

I'd like to suggest simplifying the mechanics. Currently, the player rolls, the market rolls, a table needs to be consulted to determine the value of the market to get the market's Step. Maybe the mechanics could be reduced to a base Difficulty and a Market Value. The Difficulty will reflect the inherent challenges in the market, such as active wars, bureaucratic regulations, and fearful investors. The Market Value defines how much capital is available for investing. Many markets can't handle an injection of 10,000sp, so trying to invest that much in a small fishing village would be nearly impossible. Every multiple of the Market Value increases the Difficulty by 1; fractions are rounded down. Let's take Bartertown and a fishing village with some taboos against investing with strangers as examples.

Town: Difficulty/Market Value

Bartertown: 10/1000
Fishing Village: 17/10

If someone wanted to invest 100sp in each of these markets, the Difficulty would be 10 for Bartertown and 27 for the fishing village.

The Level of Success will determine the payout.

Title: **Re: Haggle: A New Mini-Game for Earthdawn**
Post by: **freid** on **March 26, 2011, 05:55**

it has the virtue of simplicity. Perhaps there something there to be exploited.

Title: **Re: Haggle: A New Mini-Game for Earthdawn**
Post by: **The_Gun_Nut** on **March 26, 2011, 06:19**

Simplicity isn't always a virtue. You can dumb things down so much that it no longer works as you intended it to, or works at all. A hammer is pretty simple, but I wouldn't use one to install a hard drive or fix a flat tire.

The advantage of the mini-game is that the GM doesn't even need to be present in order for it to happen. I had a pair of players roll it out, and that let me focus on the others present while they had some fun rolling dice. Removing the counter-roll would also reduce the risk to insignificance, taking away the satisfaction of the player when he hits it big. By making it slightly competitive, I had a pair of players engaged while the others got more of my attention.

The table gets consulted at the beginning of the game and then is ignored unless and until the haggler decides to change the size of his stake. The table lets the player choose how risky he wishes to make his game, based upon both his character's skill, and the difficulty of the local market.

Title: **Re: Haggle: A New Mini-Game for Earthdawn**
Post by: **Quorlox** on **March 26, 2011, 07:47**

> Quote from: The_Gun_Nut on March 26, 2011, 06:19
>
> Simplicity isn't always a virtue.
>
> ...
>
> The advantage of the mini-game is that the GM doesn't even need to be present in order for it to happen.

Part of the inspiration for the mechanics I posted was that a player could do it by himself, which is an aspect of EDS that I like. While a player could roll for and against himself, a fixed number is a little easier to handle.

The risk can be adjusted by sliding the Difficulty and Market Value to whatever the GM desires. I set Bartertown at 10 because I felt that a competent person could make plenty of money there, but if that's too easy, it could be increased to 15 as a base. I haven't playtested the mechanics yet so I don't have a good feel for "typical" values. For gains and losses one could use:

Pathetic: -10%
Poor: -5%
Average: +5%
Good: +10%
Excellent: +15%
Extraordinary: +20%

Title: **Re: Haggle: A New Mini-Game for Earthdawn**
Post by: **The_Gun_Nut** on **March 26, 2011, 09:10**

You misunderstand, I didn't want the player to do it all by himself. I wanted a way to occupy the player *and* entertain him, *as well as* having a way to free myself up to help others.

While working something out by oneself, with simplified mechanics, is OK, I didn't (and still don't) want something that someone can just do by themselves with no one else's input. While one person can do all the dice rolling in the mini-game I created, it becomes much, much more interesting and fun to have someone to roll against, even if that person is rooting for them! It creates a small sense of competition and cooperation between the players. This wasn't my primary goal, but it became one of my goals as we hashed out the mini-game. (Which took all of 5 minutes, truth be told, to get the basics. The knacks and questor powers came along much later, after I posted this to the forums.)

If one wanted to develop something for the downtime system that is simpler and requires even less input from the GM or others, that's great. But that wasn't the direction I was going with my mini-game. With only one player, it becomes more of a skill challenge vs. a target number. With the potential for a second player, it becomes a small game in and of itself.

Title: **Re: Haggle: A New Mini-Game for Earthdawn**
Post by: **freid** on **March 26, 2011, 14:05**

> Quote from: The_Gun_Nut on March 26, 2011, 09:10
>
> You misunderstand, I didn't want the player to do it all by himself. I wanted a way to occupy the player *and* entertain him, *as well as* having a way to free myself up to help others.
>
> While working something out by oneself, with simplified mechanics, is OK, I didn't (and still don't) want something that someone can just do by themselves with no one else's input. While one person can do all the dice rolling in the mini-game I created, it becomes much, much more interesting and fun to have someone to roll against, even if that person is rooting for them! It creates a small sense of competition and cooperation between the players. This wasn't my primary goal, but it became one of my goals as we hashed out the mini-game. (Which took all of 5 minutes, truth be told, to get the basics. The knacks and questor powers came along much later, after I posted this to the forums.)
>
> If one wanted to develop something for the downtime system that is simpler and requires even less input from the GM or others, that's great. But that wasn't the direction I was going with my mini-game. With only one player, it becomes more of a skill challenge vs. a target number. With the potential for a second player, it becomes a small game in and of itself.

Have to agree completely. A mini-game need some challenges, not a solo roll to gain coins.

So it need some complexity, some counter roll to make it an "experience" of interest.

Title: **Re: Haggle: A New Mini-Game for Earthdawn**
Post by: **Quorlox** on **March 26, 2011, 15:26**

> Quote from: The_Gun_Nut on March 26, 2011, 09:10
>
> With the potential for a second player, it becomes a small game in and of itself.

I agree. I'll probably add some trade war mechanics to what I posted so that PCs can have economic fights as well as investment mechanics.

Title: **Re: Haggle: A New Mini-Game for Earthdawn**
Post by: **freid** on **March 26, 2011, 18:06**

The Ferengi Rules of Acquisition

Rule 34: War is good for business.

Rule 35: Peace is good for business.

(http://www.dmwright.com/html/ferengi.htm)

Title: **Re: Haggle: A New Mini-Game for Earthdawn**
Post by: **The_Gun_Nut** on **June 23, 2011, 14:00**

I apologize for the necromancy, but something came up in game recently, and I needed to get some input from others.

The Weaponsmith in the group decided to do a little arms trading, and went to a local smith and weapon manufacturerer to purchase the arms (he is planning on selling the forged up versions at Parlainth, I believe). Well, we did a single set of Haggle rolls (no need for the mini-game here, just a single purchase) and came up with a 130% price modification in his favor...which would mean that the merchant *would pay the Weaponsmith* to take the items off him. This seemed a bit wonky, especially for just a Journeyman Weaponsmith. (A Master? Sure, but Journeyman?)

In the end we did some funky math and dropped that down a bit (everyone thought that was a bit weird). However, it remains entirely possible for one participant in a single Haggle session to flub the dice while the other rolls magnificently and walk out with the entire inventory plus change (especially if the talent knack is involved, as it was here). Has anyone else encountered this?

I'm thinking of making a net result level limit equal to the victor's rank in Haggle (skill or talent) to keep things from getting crazy. At least until the Master ranks. At that point, the Master deserves to be getting insane bonuses!

Title: **Re: Haggle: A New Mini-Game for Earthdawn**
Post by: **Quorlox** on **June 23, 2011, 14:47**

> Quote from: The_Gun_Nut on June 23, 2011, 14:00
> Has anyone else encountered this?

I renamed it Trading and have the rolls represent a series of trades that result in whatever the series of Tests ends up with. Thematically, this allows for both sides to come out winners if they're both good negotiators. This also removes ridiculous situations like the one you listed, or what would happen if a little old lady negotiated with a top merchant over the price of a loaf bread.

Because it's not antagonistic, the Difficulty is now determined by the rarity of the goods instead of a Social Defense. Each Success Level still provides a 5% bonus for each roll.

Using your example, the net cost of the items would be negative for PC, but the merchant wouldn't thematically pay him to take the goods; your character simply figured out a way to make a profit on the goods he purchased. Thematically, this might represent the PC offering to purchase the desired item, and an antique chalice, listed at the low cost of 20 sp, that's in the shop as well. The PC purchased the cup because he happens to know a collector down the street who would pay 100sp for the chalice right now (no additional dice rolling needed).

For me, it improves the feel of the Talent and makes it more merchant-like and less used-card salesman. If your roll well, it benefits you without screwing over the merchant. If you roll poorly, it just means you didn't figure out a way to improve the deal.

Title: **Re: Haggle: A New Mini-Game for Earthdawn**
Post by: arma on **June 23, 2011, 18:19**

> Quote from: The_Gun_Nut on June 23, 2011, 14:00
> Well, we did a single set of Haggle rolls (no need for the mini-game here, just a single purchase) and came up with a 130% price modification in his favor...

How'd that happen?
By my reckoning, this would require a Haggle Rank of 26, 26 successful tests with no failed test, and no successful roll for the vendor...
Even then, though it doesn't explicitly say so in the rules, you'd have to reduce the Cost into the negative ranges (an item with a Cost of 100 would then cost -30), and negative usually doesn't occur in ED (e.g. you can't have a negative Step Number etc.).

Title: **Re: Haggle: A New Mini-Game for Earthdawn**
Post by: **The_Gun_Nut** on **June 24, 2011, 14:05**

It happened because of the talent knack (which moved prices in his favor 10% instead of 5%), the merchant rolled lousy, and the player rolled five times for a net total of 13 result levels (each result level gives 10%, in this case).

Since an Extraordinary result is 4 result levels, this is easily achieved in 5 rolls.

Title: **Re: Haggle: A New Mini-Game for Earthdawn**
Post by: arma on **June 24, 2011, 17:05**

I may be overlooking something right now in a hurry, or my PDF search function is bugged, but I can't find any "5% per result level" rule, nor a knack where you would get 10% when buying in any of our editions.
???

Title: **Re: Haggle: A New Mini-Game for Earthdawn**
Post by: **ManDrake** on **June 24, 2011, 18:07**

Quote

> If the test succeeds, the price rises or falls by 5 percent of the goods' cost in favor of the adept.
> EPC - 187

I don't recognize the Talent Knack, but the 5% part is canon.

Title: **Re: Haggle: A New Mini-Game for Earthdawn**
Post by: arma on **June 24, 2011, 18:56**

The 5% is, but the *per result level* part...
The knack should be Covet Item (which is a Fence knack in EDC, but Fence is folded into Haggle in ED3 now), which only applies to selling. The knack for buying is faulty goods, but that works differently.

Title: **Re: Haggle: A New Mini-Game for Earthdawn**
Post by: **ManDrake** on **June 24, 2011, 21:40**

Oh, I don't disagree with that Arma, I haven't seen that anywhere either. I think the 10% part of the notion comes from the Covet Item Talent Knack for Fence. But that starts with 10% value of the item as the base. But once again, I think all these are being mixed together somehow in some house rules.

Title: **Re: Haggle: A New Mini-Game for Earthdawn**
Post by: **The_Gun_Nut** on **June 25, 2011, 14:11**

Ah, I see what I did. I misread the Haggle talent (likely mixing it up with the mini-game mechanics) and talent knacks. I can straighten that out for next game.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=6581.0. It is a snapshot of the page as it appeared on Nov 22, 2011 12:46:51 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Players => Topic started by: MacKotek on September 13, 2009, 20:13

Title: **Harried**
Post by: **MacKotek** on **September 13, 2009, 20:13**

One question - most of the effects that apply negative modifiers now apply the Harried status. I've noticed, that it stacks, but is that indenfinite and do multiple sources (talents, spells, combat options) stack? And does that mean you can give a PC/NPC a penalty of -10 and more?

Title: **Re: Harried**
Post by: **Dammi** on **September 13, 2009, 21:08**

Hiya!

It stacks, but basically only twice (see the Overwhelmed rule).

best,

Dammi

Title: **Re: Harried**
Post by: arma on **September 13, 2009, 21:37**

No, all of them stack.
The impression that it only stacks once comes from the table on p. 227, but Overwhelmed probably shouldn't have an entry there.

You get -2 from the first Harried, and an additional -1 from every Harried thereafter.
9 Harried modifiers cause a -10 penalty.

Title: **Re: Harried**
Post by: **vitus979** on **September 13, 2009, 22:47**

Quote from: arma on September 13, 2009, 21:37

> You get -2 from the first Harried, and an additional -1 from every Harried thereafter.
> 9 Harried modifiers cause a -10 penalty.

In this most recent campaign I've noticed my players tend to stack Harried quite a bit on boss fights (a situation I have no problem with). I find this kind of interesting because in 1e players tended to try to stack Wounds for the same reason, namely to reduce the potency of incoming effects that the greebly would use on the party.

What happens when you get multiple Harrieds from the same source? Like for example if 2x elementalists cast Ice Mace & Chain on the same guy or if 1x elementalist Spell Stacks 2x Ice Mace & Chains on the same guy.

Title: **Re: Harried**
Post by: arma on **September 13, 2009, 23:18**

Quote from: vitus979 on September 13, 2009, 22:47

> What happens when you get multiple Harrieds from the same source? Like for example if 2x elementalists cast Ice Mace & Chain on the same guy or if 1x elementalist Spell Stacks 2x Ice Mace & Chains on the same guy.

Doesn't usually happen.
Esp. for spells, you can only be affected by one casting at a time.

Title: **Re: Harried**
Post by: **freid** on **September 14, 2009, 00:08**

Quote from: Dammi on September 13, 2009, 21:08

> Hiya!
>
> It stacks, but basically only twice (see the Overwhelmed rule).
>
> best,
>
> Dammi

Quote from: arma on September 13, 2009, 21:37

> No, all of them stack.
> The impression that it only stacks once comes from the table on p. 227, but Overwhelmed probably shouldn't have an entry there.
>
> You get -2 from the first Harried, and an additional -1 from every Harried thereafter.
> 9 Harried modifiers cause a -10 penalty.

So... does it stacks or not :P

Can you clarify the Overwhelmed rule?

Also, does the penalty affect any rolls like damage or spell effects?

Title: **Re: Harried**
Post by: **Dammi** on **September 14, 2009, 06:29**

Hiya!

Oops, sorry for that. Ignore what I was saying. Arma's right, as ~~always~~ usual. ;D

Best,

Dammi

Title: **Re: Harried**
Post by: **Kickmurder** on **November 30, 2009, 21:25**

I may be totally misunderstanding but am I to understand that the penalties for Combat Options and Combat Penalties like Harried etc are just simply numeric subtractions from the Test result and NOT a reduction in overall Step?

Am I wrong in remembering that ED1 made you recalculate the Step each time and has this now been changed?

If it has been changed then holy crap awesome!! I searched but cannot find a confirmation. It does not say by 3 STEPS but I think I may still be hung up on old ED.

Thanks in advance for a reply!

Kick

Title: **Re: Harried**
Post by: **Sethariel** on **November 30, 2009, 21:47**

> Quote from: Kickmurder on November 30, 2009, 21:25
> I may be totally misunderstanding but am I to understand that the penalties for Combat Options and Combat Penalties like Harried etc are just simply numeric subtractions from the Test result and NOT a reduction in overall Step?

It was changed in **Earthdawn** Classic that the penalties go to the Test Result.

But in **Earthdawn** Third Edition it is up to you to decide how you want it in your games. The penalties and bonuses are "neutral". Neither do they refer to Test Step nor Test Result.

You can have the penalties and bonuses either to the Step or the Result.

I prefer the Result, but there are still some who like to reduce or increase their Step.

Title: **Re: Harried**
Post by: **Dammi** on **November 30, 2009, 21:49**

Hiya!

You can do it both ways, and even mix and match. The best way is to use step modifiers for all things that rarely change (once per session or less), and static modifiers for everything temporary (combat) because it is faster.

Best,

Dammi

Title: **Re: Harried**
Post by: arma on **November 30, 2009, 21:54**

> Quote from: Kickmurder on November 30, 2009, 21:25
> Am I wrong in remembering that ED1 made you recalculate the Step each time and has this now been changed?
>
> If it has been changed then holy crap awesome!! I searched but cannot find a confirmation. It does not say by 3 STEPS but I think I may still be hung up on old ED.

It's your choice.
You'll find the rules under "Bonuses and Penalties" on p. 13 of the Player's Guide.
The default method is modifying the Step, the alternative method is modifying the test result. You can use either, or mix them, or maybe let one half of the group use one while the other half uses the other.

Any other place, rules only ever say "bonus" or "penalty" and don't mention steps or result (except if there's some special exception/reason, can't think of any rule that has one, though).

Title: **Re: Harried**
Post by: **Kickmurder** on **December 01, 2009, 00:55**

Excellent!

I was finding some of the penalties at 1st Circle to be prohibitive, especially with Step and having it just reduce Test result might reduce some of the "whiff factor". I can always use them as Step penalties in more severe cases, Harried by three Trolls might be a 3 Step penalty for my group's Windling Swordmaster instead of a minus 3...

Heh!

Thanks again!

Kick

Title: **Re: Harried**
Post by: arma on **December 01, 2009, 01:20**

It's statistically the same for the average result of a roll, though.

Title: **Re: Harried**
Post by: **Mataxes** on **December 01, 2009, 03:38**

Roughly the same, statistically speaking. Certainly close enough to not make a huge difference in the course of typical play.

The larger the modifier, the more significant (statistically speaking) it becomes to choose step -vs- result modifier.

Title: **Re: Harried**
Post by: **Kasbak** on **December 01, 2009, 15:35**

I have always used step modifiers for all penalties and bonuses, and honestly I don't think it slows things down at all. If nothing else, the psychological effect of having to roll different dice gives things a much greater impact.

The only exception I have made for this was when one of my players got a Desperate Blow charm. Since the description wasn't clear, I told him he could chose to increase his step if he declared it before he rolled, or add to the result if he declared after.

Title: **Re: Harried**
Post by: **Kickmurder** on **December 01, 2009, 17:26**

Yes the numbers are statistically similar but in this case the "customer optic" might make the whiffage less painful to my burgeoning heroes :)

They already dread the single D12 despite its statistical outcome because it rolls and rolls and rolls and then...2...<boooo> :)

Its one thing "knowing" the statistical outcome and seeing your skilled adept chuck his hawk hatchet over the roof of a barn during a fight hehe

Thanks for the info, been playing ED since it first came out and we recently were lured back. Great job on the refinements! It is an easy to learn but rich system.

Kick

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=7029.0. It is a snapshot of the page as it appeared on Nov 29, 2011 07:13:47 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: Camelon75 on March 10, 2010, 19:50

Title: **Hi New to Earthdawn**
Post by: **Camelon75** on **March 10, 2010, 19:50**

Hello,

I was looking into a new game for my small but experienced group, 3 of us can get together regular and we have all played for a number of years 20+.

After downloading and reading the demo adventure I decided that **Earthdawn** was something I never before considered, when it came out originally we were heavily into WFRP enemy within campaign.

So I have picked up the Players guide and companion and Gms guide and companion and the Revenge adventure. with the intention of running something this Sunday.

just looking at some helpful advice from existing GMs

Is it worth running the demo with them as a learning tool as it willl be a brand new system to us all?

Any advice on running **Earthdawn** with only 2 players as thats how it will be for a while at least?

cheers

Title: **Re: Hi New to Earthdawn**
Post by: **Dammi** on **March 10, 2010, 19:56**

> Quote from: Camelon75 on March 10, 2010, 19:50
> Is it worth running the demo with them as a learning tool as it willl be a brand new system to us all?

Yes, definitely. You shoudl run it with pregenerated characters. Since you have Ardanyan's Revenge, I'd sugegst to get into Character Creation afterwards and start a fresh campaign within the Kaer--the players can discover the world from there.

Title: **Re: Hi New to Earthdawn**
Post by: arma on **March 10, 2010, 20:05**

> Quote from: Camelon75 on March 10, 2010, 19:50
> Is it worth running the demo with them as a learning tool as it willl be a brand new system to us all?

It's worth running to learn the game, especially if you use the pre-generated characters that have everything explained on two pages.
(And it doesn't have all the detailed options such as grappling and half-magic and whatnot, which you should skip as a beginner anyway)

However:
Ardanyan's Revenge is considered a very good starting adventure plot-wise with it's "starting inside a kaer" option, allowing players to experience what it's like inside a kaer and allowing for the characters to discover the world without prior knowledge of it once they get out (this way, players don't have to feel bad for not knowing the background). That's what the more experienced groups say, though. In the early days, most started outside a kaer, so starting inside has become a trend, but it's not really required.

So you got to weigh that option in.
If it's about learning the game primarily, consider running the demo with pre-gens, then making a set of characters and run Ardanyan's Revenge.

Quote

> Any advice on running **Earthdawn** with only 2 players as thats how it will be for a while at least?

Have done it, been some of the best sessions I GM'd.
You're a bit more limited in choosing scenarios, though, because **Earthdawn** Disciplines tend to be very focused. Either the players have to complement their characters with skills or you got to tailor your adventures closely to the Disciplines they pick.

Some general advice:
put the following aside for a bit:
- the Companions (except for the background bits such as discipline descriptions)
- anything about Thread Weaving to items
- Summoning
(all coming in only once they gained a few circles)

Title: **Re: Hi New to Earthdawn**
Post by: **Camelon75** on **March 10, 2010, 20:53**

yeah If I do use the demo, which in all honesty I probably will, then after I would get them to make new characters for the Revenge scenario.

Once into that it will allow me to see any weakness that the two choosen characters have and see about ensuring future adventures are tailored to them better.

I have ordered Kratas book that should arrive later this week hopefully.

Title: **Re: Hi New to Earthdawn**
Post by: **werefrog** on **March 10, 2010, 23:49**

If you will spend a great amount of time with fewer players, perhaps you would consider letting each player play two characters instead of one.

In a previous campaign where The Werefrog was player, not GM, the GM allowed this for those of us who could handle combat quickly with deciding what our characters do. He did this so we would have a larger party that was able to handle tougher opponents. Also, it was more well-rounded as we all chose to be different disciplines.

However, inter-character talk is strange when one player is having a conversation between the two characters he plays.

Title: **Re: Hi New to Earthdawn**
Post by: **Flowswithdrek** on **March 11, 2010, 01:20**

Quote from: Camelon75 on March 10, 2010, 19:50

> So I have picked up the Players guide and companion and Gms guide and companion and the Revenge adventure.

> with the intention of running something this Sunday.
>
> just looking at some helpful advice from existing GMs

The demo adventure is good and teaches you the way of things. I recently started with a new group but the campaign had started before I got hold of Ardanyans Revenge so I had to start from the outside. But I really really wish I had started from inside the kaer as my players new nothing of the **Earthdawn** world. It would have been great to have them discover the world waiting outside their kaer.

If I was to do it again I would take pre-generated characters and put them in the kaer from the start.

SPOILER**********

I play with three players and my only snag so far is with the angry Brithan in the cave entrance at the mines. It took them three encounters with it before they bested it ;D

Title: **Re: Hi New to Earthdawn**
Post by: **Camelon75** on **March 11, 2010, 09:48**

thanks for the advice

not keen on more than one character but might run a couple of npc to round out missing talents / disciplines

looks like the Ork Beastmaster and T'srang Swordmaster are favourites for the demo

is it worthwhile getting any older supplement either secondhand or on pdf?

Title: **Re: Hi New to Earthdawn**
Post by: arma on **March 11, 2010, 11:03**

> Quote from: Camelon75 on March 11, 2010, 09:48
> is it worthwhile getting any older supplement either secondhand or on pdf?

PDF: no, unless you feel a need to cover a specific topic in the near future, as we're planning on revising almost everything (e.g. you want to do a Blood Wood court intrigue campaign or dungeoncrawls in Parlainth *now* and can't wait until we revise these).
Print: the boxed sets (Barsaive Box, Parlainth Box, Vivane & Sky Point Box) if they're reasonably priced and come with the maps and handouts, we can't do the maps and handouts in that fashion at the moment (decline of the RPG box throughout the industry and all, we're no exception). But that's only if you're into these things.

List of **Earthdawn** books, all editions
(http://en.wikipedia.org/wiki/List_of_Earthdawn_books)

Explanation how ED1 content is distributed over ED3 books (http://www.redbrick-

limited.com/cms/index.php?categoryid=49&p2_articleid=137) (the four ED3 core books contain about 10 ED1 rulebooks)

edit: Oh, forgot: The "Wanderer's Way" and "Way of War" books for ED2 offer alternative viewpoints for the Disciplines like the ones in the Player's Companion, and these are unlikely to be published for ED3 at the time (and the series is incomplete). Also the Path of Deception adventure. The "Way" books might be interesting if you want these alternative takes, but the accompanying rules content isn't compatible or requires some work to become compatible.

Title: **Re: Hi New to Earthdawn**
Post by: **Camelon75** on **March 12, 2010, 12:06**

okay I really like the idea of thecharacter sarting in a Kaer and learning of the outside world from that perspective.

Concerned that running the demo will spoil the effect a little for them.

So was think of altering some of the detials in the demo to be an in Kaer adventure basically the troll is more a bully brigand in the Kaer and is using thugs to extrort protection

would that be believable, as the adept masters are already gone on the mission its up tothe adepts to sort out these things.

keep all the other details as close to the demo as possible that way I can start them in the Kaer without skipping a good intro to the rules etc.

would that work? could link it into the whole story line with a forshadow of power and mastery.

Title: **Re: Hi New to Earthdawn**
Post by: arma on **March 12, 2010, 12:29**

To use within kaer:

The has some extensive natural underground caverns stretching for miles.
In these, mushrooms (or somesuch) naturally grow, and are harvested by gathering parties.
In the farthest corner of one of these caverns, one of the inhabitants (the troll) has his secret "laboratory".
The rest is as normal as far as I can see, just that there's no hurry to make it before nightfall, and there'll be no axes but some strange, elongated cutting tools to harvest mushrooms from ceilings. You can even keep the horse I guess.
It's still a simple job, so the characters are sent to handle.

Don't know how well this would combine with Ardanyan's Revenge, you'd have to either integrate that or still treat it as a separate adventure.

Title: **Re: Hi New to Earthdawn**
Post by: **Camelon75** on **March 12, 2010, 13:19**

Cheers

will try to run it within kaer want to keep them thinking thats how the game is until they climb out.

Title: **Re: Hi New to Earthdawn**
Post by: **Dammi** on **March 12, 2010, 13:21**

Hiya!

There are a couple of adventure hooks in the Ardanyan's Revenge book that can be used for beginners. Not sure about meshing this with the demo either, but I think you can come up with something similar easily when you know the place and its history.

Best,

Dammi

Title: **Re: Hi New to Earthdawn**
Post by: **Telarus** on **March 14, 2010, 00:34**

Another option would be to run the demo as a story being told by the inhabitants of the Kaer. That way, you can show your players the character creation chapter, describe the kaer population and environment, and then begin the scene with, 'The Troubadour begins to recite the tale of The corruption and fall of Ladrath the Bloodworker..'

Then you can have the players play out the 'tale'. If you set the 'tale' in the kaer also, but 5-10 years earlier, you can even introduce the PC's characters later on as higher Circle allies/patrons to the players new characters.

Title: **Re: Hi New to Earthdawn**
Post by: **Dammi** on **March 14, 2010, 09:33**

That's a great twist, Telarus. It also allows you to pass any bad rule calls off as being fiction later on. ;D

Title: **Re: Hi New to Earthdawn**
Post by: **jukibu** on **March 14, 2010, 10:47**

Nice idea Telarus!

Title: **Re: Hi New to Earthdawn**
Post by: **Telarus** on **March 15, 2010, 02:14**

I also think it nails an essential element of **Earthdawn**, that while we're skirmish/rpg-gaming, we're also telling a story.

That leads to my other gaming advice 'soundbite': "Only roll when something _interesting_ is at Stake. Make sure the players understand the Stakes before committing to the roll. Describe the hell out of the results."

You can play this as close to the rules as written as possible. Or you can get narrative or cinematic with it, and let players accomplish abstract tactical goals, or simply grant themselves a +3 stunt bonus on the next action by successfully declaring that as the stakes of this roll.

Examples: "I cut at his armor straps, he gets -SuccessLevel# to his phys defense until he repairs it." (this stakes would forgo a damage roll, or some other GM call), or "My flurry of attacks + shield bash drives him back towards the cliff." (GM may require a series of rolls based off a Knockdown check, or something). OR even the Gm ruling stakes like, "Fail that pick locks roll and 3 guards come round the corner while you're working, botch and they get a surprise round."

Title: **Re: Hi New to Earthdawn**
Post by: **Camelon75** on **March 15, 2010, 10:00**

Ran Misguided ambition and kept it in the Kaer

used the mushroom fields idea

Might still incorparate the story idea by next session having them build their own characters and using the you heard of the tale of Ladras fall.

how will your adepts fair.

The players were as new to Earhdawn as I was and really enjoyed both the background and the actual game play.

one player said it felt like back in the day with 1st edition tunnel and trolls, he was referring to the awesome feeling of something new and fresh rather than the simplicity of that rule set.

once they have built there own characters I will award a bonus few legends points for the demo rather than have the session mean nothing.

but overall everyone had a great time which is the main point

thanks everyone for all the pointers and help

I am converted

Title: **Re: Hi New to Earthdawn**
Post by: **Anunnaki** on **March 15, 2010, 14:55**

Hiya,

Glad to know that you and your players had a good time, Camelon75. Long may it continue! :)

Take kaer, James

Title: **Re: Hi New to Earthdawn**
Post by: **Telarus** on **March 16, 2010, 03:18**

Huzzah! ;D

Title: **Re: Hi New to Earthdawn**
Post by: **Raven Bloodeyes** on **March 16, 2010, 04:17**

Sweet!!!! Glad to hear it went so well!!!

Title: **Re: Hi New to Earthdawn**
Post by: **Rogan Rubyeye** on **March 17, 2010, 17:14**

Converted. Good. Happy Horror-marking! >:D

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=8379.0. It is a snapshot of the page as it appeared on Nov 18, 2011 14:52:32 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: The_Gun_Nut on November 08, 2011, 23:28

Title: **High Circle Gameplay**
Post by: **The_Gun_Nut** on **November 08, 2011, 23:28**

So, my player's characters have hit 7th Circle, and are working their way up to 8th Circle. One or two of them have been hard charging it and are almost there, the other two took short detours, but are firmly in 7th Circle. This is pretty awesome, as I've never had an **Earthdawn** game go this high before, so I'm really excited. There is a new problem to this, however, and that is simply opposition.

The only real opposition to the players are now very powerful critters (like hydras and what-not), Horrors, and powerful adepts. Creatures are problematic, as they aren't exactly random, and creatures powerful enough to challenge higher Circle adepts are rare. Because of this, often PC's will seek out these creatures instead of just running into one at random (which seems contrived), meaning that they will prepare for the beastie as best they can. This makes perfect sense, but can kill the drama of actually encountering something so powerful and rare.

Horrors are a good foil for the PC's, since their powers and abilities can be easily scaled to whatever is necessary to challenge the players. The downside is that these beings are not throw-aways. They are intelligent and dangerous, and can lead to the corruption and destruction of a PC or even a party wipe without them ever directly encountering one. These guys require serious thought before including them.

Other adepts from the various factions (Thera, Iopos, Kratas, cults, what have you) seem like a good match, as their abilities fall exactly in line with the PC's and don't have the complications of either corruption (Horrors) or being head-scratchingly random (creatures). Their problem stems from the fact that high Circle adepts are almost invariable important people.

While other 7th and 8th Circle adepts can be sort of "middle management" with regards to the factions they work for, they still are important people within those factions. As Simon said in Firefly, "Important people don't do field work." While this is a bit less so in settings like **Earthdawn**, it still holds true to a large degree. These higher Circle Namegivers have duties, posts, and underlings. So running into them without all those trappings is silly. But if all their resources are brought to bear, this could overwhelm a group of PC's.

I'm looking for advice on this subject. While I have my own ideas, I'd like some feedback and options for the game.

Title: **Re: High Circle Gameplay**
Post by: arma on **November 09, 2011, 00:30**

1. Very potent Horror Constructs
(forged by much more potent Horrors).
If things like Wormskulls or Bloatforms do cadaver men, what kind of thing does a Named Warden or Master Challenge Horror create?

Example: Nightwist. A Horror Construct that is a 10th Circle Group challenge. (!)
You can easily throw these together yourself, or convert some other creature / Horror into one by stripping it of some powers, and its own motivation.

2. Spirits
Straight ones or tainted ones.
Summoned by some Adept, a Cult, a place, a Horror.
There's a limitless supply.

3. Regular people, with an edge
Say, adepts of 4th Circle. They got
experimented on / altered with magic / are part of some sort of group pattern / were blessed by the Passions / were cursed by the Horrors / etc..
This gives them an edge that allows them to compete with your group, even if it's rather straight. Maybe it has a weakness to it too, which the group can discover.

____

The point to all these is, of course, that the actual threat is whatever lurks in the background, and you build up to it (yes, there's "Horror" in all the above options, but you wouldn't face it in the first adventure, but at the end of a mini campaign--this is how they're supposed to be used anyway). Or you limit the threat to one area. Or introduce some other constraint.

____

Now, following a similar scheme, but a bit atypical for **Earthdawn**:

4. Drakes

Title: **Re: High Circle Gameplay**
Post by: **The_Gun_Nut** on **November 09, 2011, 01:37**

I had forgotten about drakes. But, since they have the backing of a dragon, they might play a part in their politics. (They brought Charcoalgrin one of the Core Pattern Items for Parlainth, as well as one of the "lifeboats" of the city. She's somewhat appreciative.)

Title: **Re: High Circle Gameplay**
Post by: **Dammi** on **November 09, 2011, 05:49**

Here's an older post on that subject: http://www.redbrick-limited.com/cms/index.php?categoryid=49&p2_articleid=136

Title: **Re: High Circle Gameplay**
Post by: **thezombiekat** on **November 09, 2011, 22:49**

Quote from: The_Gun_Nut on November 08, 2011, 23:28

> While other 7th and 8th Circle adepts can be sort of "middle management" with regards to the factions they work for, they still are important people within those factions. As Simon said in Firefly, "Important people don't do field work." While this is a bit less so in settings like **Earthdawn**, it still holds true to a large degree. These higher Circle Namegivers have duties, posts, and underlings. So running into them without all those trappings is silly. But if all their resources are brought to bear, this could overwhelm a group of PC's.

Your PCs are 7th circle. They do field work. They are likely not key members of any organisation , top operatives maybe but not key planers coordinating multiple projects.
2 5th circle rful adepts in earth dawn there is not much of a correlation between circle and holding a position of authority. High circle adventuring party's do exist. They may work

primarily or even exclusively for a single employer, or group of employers and they may be highly regarded, respected and rewarded, but they aren't leadership material, they don't have the skills (I mean non magical skills for running an organisation, no discipline has the talents to be a good manager)

The only reason there are no unattached high circle adepts listed in any of the books is that the books focus on key people that represent places and organisations. You only have to look at some of the adventures to see groups of high circle adepts working in the field against the PCs.

"Barsaive at 1war: theft of the ever living flower" for example pits the players against a 8th circle beast master a 5th circle beast master , 2 5th circle woodsmen, a 7th circle archer and 2 6th circle scouts. These are elves from the blood wood (all but the scouts are blood elves) and have no political power having been sent by a rising but not yet key member of the court. (see page 75 for details)

In "return of Aardelea" the last survivor of the dragons team is a 9th circle warrior, remnants of theras first team includes 4 5th circle adepts and a 7th. Theras second team includes a 7trh circle, 3 6th circle 3 5th circle and a multi discipline 5/4. The leader is 6th circle. The boat crew that delivers them included a circle 8, 3 circle 7, 5 circle 5, 5 circle 3 and even the captain didn't get a name. the holders of the trust is the only team that sends any non adepts, they have combat skills and equipment to be a valid threat to the PCs (attack skills at rank 4 and 6) forged weapons and armour, healing potions, blood charms) this team also includes 3 adepts, multi discipline 7/7, circle 8, multi discipline 7/5

Not a single character mentioned above had any significance to there organisations beyond being an elite field operative

Every major power in Barsaive can field units of this nature. The loss of such units would be a blow to there superiors, and their interrogation could reveal secrets best kept, but only those related to there personal activities. The low circle or non adepts who use skills such as tactics and regional or political knowledge's at high levels (not available as talents or half magic to any discipline)

Title: **Re: High Circle Gameplay**
Post by: **rasmusnicolaj** on **November 10, 2011, 07:29**

Remember that oposition doesn't only come from physical threads. Have them do investigation, political/socal roleplaying scenes etc. where their circle doesn't matter much other than their reputation is at stake. Focus on telling a good and entertaining story together with your group :)

In confrontations use multiple opponents. A hoard of shield-grunts in front of a core of bad-ass lieutenants and a couple of spellslingers can stop most adepts. Or versus a single horror then give it some unique powers and let it play with the team from the shadows.

Rasmus

Title: **Re: High Circle Gameplay**
Post by: **The_Gun_Nut** on **November 10, 2011, 17:45**

@Zombiekat

Those are good examples of non-key personnel having high Circles. However, there are also numerous examples of 8th to 10th Circle individuals who are in charge of large numbers of troops/personnel.

Shivalahala K'tenshin is a 10th Circle Warrior adept.

As is (if I'm not mistaken) the general in charge of the fortress *Triumph.*

Numerous riverboat captains (which are extremely important positions for t'skrang) are listed as 7th and 8th Circle.

It appears that, around this Circle, adepts settle into positions of power and often work their way up into the chain of command. There are enough references (the above are just the ones I can recall off the top of my head) to support my previous statements regarding temporal power.

Title: **Re: High Circle Gameplay**
Post by: **Cheops** on **November 10, 2011, 18:06**

Quote from: The_Gun_Nut on November 10, 2011, 17:45

> It appears that, around this Circle, adepts settle into positions of power and often work their way up into the chain of command. There are enough references (the above are just the ones I can recall off the top of my head) to support my previous statements regarding temporal power.

This. You are on the cusp of the point where the system starts to get really ridiculous. Challenging your group is really going to depend on their make-up.

How many spellcasters and which disciplines? Are people weaving threads to their personal pattern items or not? Do they have a group pattern? Which stats have they been weaving threads to?

At this point there can be a wide separation in power between different parties or even within parties. I had 2 players who wove rank 10 threads to their core pattern items and they were absolutely brutal. Conversely the other party members were very powerful but much more fragile and less killy (they only wove to group pattern items).

Title: **Re: High Circle Gameplay**
Post by: **Dale** on **November 10, 2011, 22:25**

Our group has three of us at 7th circle and one at 5th. Two of us are also 4th-ish in a second discipline. We seems to get eaten up fairly easily still (ie challenged to the extent of our abilities) constantly. Lately we seem to be dealing with either custom horror constructs or groups of similar circle adepts (group with 2 warriors, illusionist, and a nethermancer beat the snot out of us easily recently).

We've managed a session just about monthly now for 4 years to get us to this point. If we could keep a frontline fighter (on our 4th one to join the group now) we'd be golden.

Title: **Re: High Circle Gameplay**
Post by: **Crusader** on **November 10, 2011, 23:42**

High circle adepts SHOULD have little opposition in my book. They have reached the level where the run and mill looks to them as extremely powerful, and in all rights, they should feel like it. Traveling becomes easier as fewer threats exist to them, enemies think twice before opposing them, etc.

In addition, numbers are also a good way to deal with powerful groups. A dead kaer with 5,000 cadaver men requires massively different tactics, focused on not spending too much strain and karma, for example.

Lastly I'd also think about things other then combat to challenge the group. Mysteries, puzzles, politics and the like can also entertain a party and are not as bound to stats as combat. Let them parley with great dragons, for example. Or send them on a quest to find pattern items of a powerful foe (like a named horror) that cannot possibly be defeated through direct confrontation.

Title: **Re: High Circle Gameplay**
Post by: **Telarus** on **November 11, 2011, 02:04**

Here's an example from the high end of my last epic (Blades through Basraive in Chaos, 1st -> 2nd Ed).

The players needed a favor from a dragon, due to one of the earlier hooks (I think one of mine, a Legendary Treasure from Cathay that the elf Warrior, now 10th circle, picked up in the sea near Urupa on a leviathan corpse). Characters had reign at this point to plot out a few months at a time, and we'd play a few adventures in between when they met back up.

So he spends the whole spring traveling to different communities around Bartertown, recruiting elves to establish their own Duchy in the Throal Mountains (the Warrior had noted in anearlier adventures an extremely defensible valley... near but not in Icewing's territory.... and near a cave-network FULL of Cave Crabs ... which the party was running from at the time).

And so he spent the whole summer building and re-enforcing a hidden elf 'ninja' community in the valley and teaching, oh, about 200 elves how to hunt Cave Crabs (not to mention Initiating a few new Warriors).

Lets just say that getting those Key Knowledge from Ice-wing the following spring was extremely easy. Being known for providing a Dragon his snacks doesn't hurt your Legend either. And he made a KILLING selling cave crab shells for armoring purposes... but, 'coincidentally' the community has an above average # of questors of Jaspree who help manage any "over-fishing" population, and the other weird cave flora and fauna (I had weird deep-sea things floating around in that cave-network).

I think they did all that interweaved with one of the early Blades adventures (yeah, they got to Blades @ 5-6th Circle... it was almost too easy for them _*at first*_, muahaha), or maybe part of Shattered Pattern

Title: **Re: High Circle Gameplay**
Post by: **Telarus** on **November 11, 2011, 02:06**

I'll also note, that when Barsaive at War/ Barsaive in Chaos hit.. I had a Whole Community to hit the Warrior on, not just a pool of Damage points.

>:D

The undead migration from Partlainth to new-Vivane was neat (even tho I *wouldn't* run BiC that way again, I made the most of it).... the Ashitaka's Valley was nearly straight in the path.

Title: **Re: High Circle Gameplay**
Post by: **thezombiekat** on **November 11, 2011, 03:29**

Another interesting point is that well trained nonadepts can be a valid threat to a high circle party.

For the same rank the melee weapons and second weapon skill are just as good as the talents. Forged weapons and armour and blood charms are just as effective and the tactics skill can provide a useful advantage.

Expect such battles to be short and brutal, lacking durability and defence increasing talents while occurring in greater numbers nonadepts will get lots of attacks in during the opening rounds but die fast. They will also want to avoid all being taken out by a single

aoe spell so will ether be well spread out or clustered around prisoners he party doesn't want to see killed.

Title: **Re: High Circle Gameplay**
Post by: **Cheops** on **November 16, 2011, 17:18**

Quote from: thezombiekat on November 11, 2011, 03:29

> Another interesting point is that well trained nonadepts can be a valid threat to a high circle party.
>
> For the same rank the melee weapons and second weapon skill are just as good as the talents. Forged weapons and armour and blood charms are just as effective and the tactics skill can provide a useful advantage.
>
> Expect such battles to be short and brutal, lacking durability and defence increasing talents while occurring in greater numbers nonadepts will get lots of attacks in during the opening rounds but die fast. They will also want to avoid all being taken out by a single aoe spell so will ether be well spread out or clustered around prisoners he party doesn't want to see killed.

Not really. A single high-level spellcaster can kill essentially an infinite number or non-adepts because all spellcasters have flight available by 4-5th circle. They'll also have access to spells that have ranges from medium -> out of range of missile weapons meaning that archers are dealing with range penalties whereas the spellcaster isn't. This is before taking into account any crowd control spells such as Thorny Retreat, Fog of Fear, Foul Vapors, Earth and Air, Balloons of Mist, etc.

Surprisingly a high-circle caster fighting mooks is about the only time the Elementalist wall spells are actually useful as they are generally too weak at the levels they become available. Elementalists also get Air Castle which means that not only are they flying but they have walls to protect them. Elementalists and Nethermancers can also summon low SR spirits pretty trivially at high-circles and can just start pumping out minions at a fast rate.

Most non-spellcasters will also have good utility at high circles. Mooks will probably never find a thief or a scout. Troubadours just charm them. Archers can slaughter mooks with the Explosive Arrow knack (I saw it done). Weaponsmiths fall into the next category but with Temper Self/Other they ensure that you never take Wounds ever again (except from scary stuff like Horrors and Dragons for eg).

The only adepts who may have trouble with masses of mooks are the fighter types who will likely tire themselves out before the mooks do any meaningful damage to them. Then the mooks swarm. But any sane fighter should already have their core pattern item up to max thread as well as 2 other Physical Defense boosters making it near impossible for mooks to hit. You're relying on Law of Large Numbers at that point.

Conversely circle appropriate enemies are 6 round (1 minute) fights that leave most or all of the party unconcious and the enemy dead. The binary nature of high-circle fights makes most fights a matter of being prepared or praying that you are lucky (which is generally a good design).

Realistically most adpets should have retired somewhere around circle 6-8 to begin ruling some land, running an inn, or being involved in politics. For a funny take on Elementalists and the feudal order you can check out my blog:

http://kingcheops.wordpress.com/2011/11/03/earthdawngourmand-elementalists/ (http://kingcheops.wordpress.com/2011/11/03/earthdawngourmand-elementalists/)

Title: **Re: High Circle Gameplay**
Post by: **thezombiekat** on **November 16, 2011, 18:49**

Quote from: Cheops on November 16, 2011, 17:18

> Quote from: thezombiekat on November 11, 2011, 03:29
>
> > Another interesting point is that well trained nonadepts can be a valid threat to a high circle party.

> For the same rank the melee weapons and second weapon skill are just as good as the talents. Forged weapons and armour and blood charms are just as effective and the tactics skill can provide a useful advantage.
>
> Expect such battles to be short and brutal, lacking durability and defence increasing talents while occurring in greater numbers nonadepts will get lots of attacks in during the opening rounds but die fast. They will also want to avoid all being taken out by a single aoe spell so will ether be well spread out or clustered around prisoners he party doesn't want to see killed.

Not really. A single high-level spellcaster can kill essentially an infinite number or non-adepts because all spellcasters have flight available by 4-5th circle. They'll also have access to spells that have ranges from medium -> out of range of missile weapons meaning that archers are dealing with range penalties whereas the spellcaster isn't. This is before taking into account any crowd control spells such as Thorny Retreat, Fog of Fear, Foul Vapors, Earth and Air, Balloons of Mist, etc.

My point is that a non adept need not be a mook.

the non adepts just need to do there research and choose there targets well.

Quote

> Realistically most adpets should have retired somewhere around circle 6-8 to begin ruling some land, running an inn, or being involved in politics. For a funny take on Elementalists and the feudal order you can check out my blog:

Why would an adept automatically want to settle down at 7-8 circle. They certainly can, they are powerful and have likely amassed great wealth. But adventuring dose not actually breed a skill set or mental outlook that lends itself to being a great leader of men.

While some adepts desire the authority over others many prefer the respect of a hero without the responsibility to a position. Leading a nation no more appeals to the average ork cavalryman at circle 10 than it did at circle 1. Most thieves would be in talent crises within a week of taking a position of responsibility (the leader of kartas for example has to constantly keep in mind how all this work is to his personal advantage)and unless he has taken some additional training an archer adept would be incompetent in any position not related to personally putting arrows into targets. elves can get to high circle and still be young adults, and windings almost never even form the kinds of large powerful organisations you're talking about.

The fact that some positions tend to almost always be filled by high circle adepts (river boat captain, air ship captain, army general, spymaster, court magician, magical research specialist) shows only that these positions benefit from being filled by people with this experience, and that there is a sufficient supply of high circle adepts to fill these posts. It says nothing about the number of high circle adepts that do not occupy such lofty positions.

Several observations show that there are (or should be) significant numbers of high circle adepts in active adventuring roles. First the skills structure, winch does not give most adept disciplines the talents to succeed in a leadership position, requiring instead that they take skills such as tactics, first impression, haggle and conversation to round out there ability's, second the many published adventures that show high circle adepts without high rank among the enemies of the PCs, third the fact that several disciplines are poorly represented in the high ranks. Beast master, archer, and scout spring to mind, they must go somewhere when reaching high circle. Finally the truth I take from reality, not everybody wants to be the boss. Many prefer to follow, for many it is enough not to have a boss, and the nature of advancement in earth dawn rewards those who act regardless of whos decision it was to act.

As to the cliché of opening a tavern and retiring, that is not the act of somebody who has just become a high circle adept, it is the act of somebody who is getting old, injured or who won a love interest and wants to stay close, or just somebody who has seen too much blood. It is as likely to happen at any circle assuming you have the funds for the investment.

Title: **Re: High Circle Gameplay**
Post by: **Cheops** on **November 17, 2011, 00:13**

Quote from: thezombiekat on November 16, 2011, 18:49

> My point is that a non adept need not be a mook.
>
> the non adepts just need to do there research and choose there targets well.

With mere mortal defenses and no durability they have to plan REALLY well. And catch the party napping. But you're right -- they don't have to be mooks.

A lot of this is going to come down to playstyle. Our group loves to retire characters and interact with them on an ongoing basis. It helps that every campaign we've had over the past 6-7 years has been woven together to create our own timeline. So the player can bask in the glory of his retired character when his new one meets the old one.

Quote

> Why would an adept automatically want to settle down at 7-8 circle. They certainly can, they are powerful and have likely amassed great wealth. But adventuring dose not actually breed a skill set or mental outlook that lends itself to being a great leader of men.

Actually for a lot of disciplines being high-circle does lend itself to being a great leader of men. Air Sailor, Sky Raider, and Warrior all have leadership components built into their half-magic and circle advancement rituals.

For many others there are skill sets that make you invaluable to communities. There is a lot of incentive to retire as a Weaponsmith -- at high-circle they can pretty much name their price for joining a community. The only ones that may not qualify would be Scout, Beastmaster, Nethermancer and Thief due to their solitary and/or wilderness outlooks.

Quote

> While some adepts desire the authority over others many prefer the respect of a hero without the responsibility to a position. Leading a nation no more appeals to the average ork cavalryman at circle 10 than it did at circle 1. Most thieves would be in talent crises within a week of taking a position of responsibility (the leader of kartas for example has to constantly keep in mind how all this work is to his personal advantage)and unless he has taken some additional training an archer adept would be incompetent in any position not related to personally putting arrows into targets. elves can get to high circle and still be young adults, and windings almost never even form the kinds of large powerful organisations you’re talking about.

You're dead wrong about your interpretation of thieves. One-Eye leads a gang of thieves and brigands -- he would NOT be in talent crisis. Thieves' Guildmaster is a perfectly viable retirement option. J'role retired as head of Throal's intelligence agency. So he was in constant talent crisis?

Individuals may not seek powerful positions but as legendary status 3-5 it gets increasingly difficult not to take these positions.

Leadership doesn't have to be a nation. By circle 10 that Cavalryman or Warrior probably has enough of a web of Training Pledges that they can form their own Scorcher tribes or Mercenary Companies. Hell it could even be a case like al'Lan Mandagoran who didn't want to raise up the Malkieri but will end up with a host at his back when he reaches the Blight. Remember: you are legendary status 3-5 so people WILL start following you whether you want it or not. Someone's who's really determined could keep spurning leadership -- that's a valid choice. But hard to avoid.

Elves are a special case because they probably "retire" to a different path and start again at Circle 1. Windlings still have organization and there is still the possibility of being involved in politics. If the community is faced with a decision and your 10th circle Adept is around are you saying that the Windlings would ignore the Legendary Status 4+ member or would they ask for your opinion?

Quote

> The fact that some positions tend to almost always be filled by high circle adepts (river boat captain, air ship captain, army general, spymaster, court magician, magical research specialist) shows only that these positions benefit from

> being filled by people with this experience, and that there is a sufficient supply of high circle adepts to fill these posts. It says nothing about the number of high circle adepts that do not occupy such lofty positions.

Sure. It also shows that there is something about high-circle adepts that makes it more desireable to fill top positions with them.

Quote

> Several observations show that there are (or should be) significant numbers of high circle adepts in active adventuring roles. First the skills structure, winch does not give most adept disciplines the talents to succeed in a leadership position, requiring instead that they take skills such as tactics, first impression, haggle and conversation to round out there ability's, second the many published adventures that show high circle adepts without high rank among the enemies of the PCs, third the fact that several disciplines are poorly represented in the high ranks. Beast master, archer, and scout spring to mind, they must go somewhere when reaching high circle. Finally the truth I take from reality, not everybody wants to be the boss. Many prefer to follow, for many it is enough not to have a boss, and the nature of advancement in earth dawn rewards those who act regardless of whos decision it was to act.

Here you again fall back into no skills for leadership. I point you to my argument above that there are at least 3 disciplines that have leadership hardcoded into them.

You realize that a single LP award at high-circle can be around 14-15k right? You listed 4 skills to be rounded out (in reality you probably need more than that and in different sets). It costs 5200 LP to get a skill from rank 0-6. That's chump change. It'll actually take longer to learn those skills than it will to earn the LP. What's the best way to learn the skills? By being in a position that uses them. You ain't learning court etiquette while killing most Horrors.

High circle enemies in published adventures usually have a network of minions FYI. So they are leaders -- just nefarious ones. They mainly exist because an adventure needs a villain and high-circle adepts are a good way to challenge high-circle adepts. That plus absolute power is a pretty good corrupter.

I've already agreed with you on the Beastmaster, Scout, etc.

I also agree with you that many people just want to live a quite life with no leadership. Your high-circle adept is a legend in his own time and people everywhere hear of his exploits in song and verse. People are going to be harassing him all the time. Sure you could stay a wandering murder-hobo but you'll likely have to avoid settlements the rest of your life to not get harassed by little people asking you for help.

Watch the first 4 episodes of Deadwood and see how quiet a life Wild Bill Hicock was able to live with his fame.

Quote

> As to the cliché of opening a tavern and retiring, that is not the act of somebody who has just become a high circle adept, it is the act of somebody who is getting old, injured or who won a love interest and wants to stay close, or just somebody who has seen too much blood. It is as likely to happen at any circle assuming you have the funds for the investment.

Yup it totally can happen at any circle. I'd say as you get higher up in circles the draw would be higher for most people. It could also be to run a store, farm, or work a forge. You've been through so much and seen so many horrors that you deserve a break from the world. Just let me rest in my quiet little piece of the world.

Why won't these damn people stop asking me for help and training!!! No I won't sign an autograph or kiss your baby!

Title: **Re: High Circle Gameplay**
Post by: **The_Gun_Nut** on **November 17, 2011, 03:56**

That's absolutely right. Most people, and most adepts, will get to a certain point in their life where they don't want to take the big risks anymore. They've gotten enough to retire on, several times over, and wish to take it easy (or easier).

Or, they transfer that fame and noteriety into political arenas and take on more temporal

power. It's an odd quirk of the (meta)human psyche that makes people give more weight to famous people's opinions. This would especially hold true for someone known for freeing a town from slavers, or a Horror's influence, or whatever.

Let's go back to what the setting calls the different adept specialties: Disciplines. It takes quite a bit of focus just to initiate into a Discipline (some spontaneously initiate, that takes *a lot* of focus). To reach the Journeyman tier requires a commitment to a specific outlook and way of life. It gets harder and harder with each Circle to stay within that path. (We, the players, don't see that but it needs to be kept in mind while playing.)

Getting to the Warden tier requires monumental dedication and, dare I say it, discipline in order to stay focused upon bettering oneself and one's connection to the magical world. Worldly matters would intrude, often, and threaten to take one off that path. Taking this into consideration, it's very easy to see why most adepts seem to settle down in the 7th to 10th Circle range.

I do agree, zombiekat, that there would be a very few that pushed themselves beyond this point in their lives. These people would be dedicated to their craft in ways that only the most focused and elite would even attempt. Often, the PC's are those people, if only because the player wants to "max out" his or her character. Anyone else (the NPC's) who reaches these lofty heights of Discipline will have the same resources as the PC's. They would also be very, very deadly opponents that would require an extraordinary amount of effort from the GM in order to portray them properly to the PC's. Otherwise, the PC's will just roll over them.

Challenging the PC's, without either side getting blatantly wiped out in a couple of rounds, is the crux of the matter here. Yes, I'm referring to combat. Political and social arenas are very doable, but it's combat that has become a thorn in my side, of late. It's the one area of the game that has very definite winners and losers, and one area that I don't want to become boring to the combat types.

Title: **Re: High Circle Gameplay**
Post by: arma on **November 17, 2011, 14:14**

Throwing something in from the side of the ring:

Legendary Status
Your Warden adepts gets a universal +3 to Interaction Tests, and talents that further enhance Interaction Tests can be found on most disciplines.
With Interaction Tests, you can achieve almost anything. And most people can only use CHA for them. Which many adepts then also get Karma to, in addition to any bonus from Legendary Status or talent use. Or the skills they can invest their many LP in.
You don't need a core, direct leadership-like ability in your Discipline to be an effective leader, or to get into that position. At some point your basic, all encompassing ability to influence people simply becomes very powerful all of its own, extremely powerful if you get even only one talent (or high rank skill) that boosts interaction tests.

Title: **Re: High Circle Gameplay**
Post by: **Cheops** on **November 17, 2011, 16:57**

Legendary status is pretty easy for people to forget or ignore but it is one of the most vital systems in the game. Its a great way to get favors and unload pesky side-quests on upstart young adventuring groups. Legendary status means never having to pay for a drink again and tavern keepers paying to have you patronize their establishment

Having players actually role-play through circle advancement rituals also leads to more political power through their own discipline. Lots of the rituals require you demonstrate your new abilities before a panel of elders. Warden characters should be called to participate in these activities as some of the eldest and most advanced members of the

discipline. It also leads to lots of political shenanigans as mentors and proteges try to curry favor. Plus it lets the player lord it over younger NPCs and show their badassery.

Title: **Re: High Circle Gameplay**
Post by: **earcaraxe** on **November 17, 2011, 20:17**

> Quote from: Cheops on November 10, 2011, 18:06
>
> > Quote from: The_Gun_Nut on November 10, 2011, 17:45
> >
> > It appears that, around this Circle, adepts settle into positions of power and often work their way up into the chain of command. There are enough references (the above are just the ones I can recall off the top of my head) to support my previous statements regarding temporal power.
>
> This. You are on the cusp of the point where the system starts to get really ridiculous. Challenging your group is really going to depend on their make-up.
>
> How many spellcasters and which disciplines? Are people weaving threads to their personal pattern items or not? Do they have a group pattern? Which stats have they been weaving threads to?
>
> At this point there can be a wide separation in power between different parties or even within parties. I had 2 players who wove rank 10 threads to their core pattern items and they were absolutely brutal. Conversely the other party members were very powerful but much more fragile and less killy (they only wove to group pattern items).

something i don get here: weave threads to own patter items? where is it written, that it boost the adept himself? So a wizard weaves into his grimoire, and voila, +something to his spellcasting?

Title: **Re: High Circle Gameplay**
Post by: **The_Gun_Nut** on **November 18, 2011, 03:14**

No. It doesn't work that way. A character cannot weave to their own pattern item. They could pass it on to a (very) trusted teammate and *that* character can weave a thread to the item, boosting a talent or what-have-you, but only when it is in the possesion of the one that wove the thread in the first place. It requires a significant amount of trust.

People often make that mistake. However, by RAW, it doesn't work that way.

Title: **Re: High Circle Gameplay**
Post by: **thezombiekat** on **November 18, 2011, 06:21**

> Quote from: The_Gun_Nut on **Today** at 03:14
>
> No. It doesn't work that way. A character cannot weave to their own pattern item. They could pass it on to a (very) trusted teammate and *that* character can weave a thread to the item, boosting a talent or what-have-you, but only when it is in the possesion of the one that wove the thread in the first place. It requires a significant amount of trust.
>
> People often make that mistake. However, by RAW, it doesn't work that way.

that is a nasty change from ED2 im going to have to check it up

just read threw the 3rd ed pattern item stuff. An interesting mix of power increase and RP nerfing.

When using a pattern item to improve yourself you now must give it to somebody else. Every PC group I have seen would have little problem trusting fellow PCs with the task once a group true pattern is present, unlike SR in ED power springs from trusting your teammates, and honouring that trust, in many different ways. And I couldn't find any reference to reduced thread rank limits for self-buffing use of pattern items as there was in ED2. The fact that the beneficiary is not the one spending the LP is annoying but quid pro quo arrangements can easily be worked out between players, it could even be advantages when blood oaths to defend the items held are sworn.

The RP difficulty is that you can't carry your own pattern items. While you might be happy to give your sworn ally an item that granted power over you, many of the pattern items are needed for other purposes, an obsidemens life stone (the small stone he carries to hold his spirit for transport back to the life rock) can easily become a pattern item (your

intending it to house your spirit when you die) but if you hand it to another it will be unable to perform that function. A magician's grimwar is needed by the magician in case he wants to cast spells from it. The trusted armour that has saved your life a hundred times wants to be wrapped around you so it can save you again.

Title: **Re: High Circle Gameplay**
Post by: **earcaraxe** on **November 18, 2011, 09:08**

could u cite from the rulebooks that it is possible? I have just read the "weaving threads to pattern items" chapter on page 117-120, and i dont think it says that A can boost B's talents by A weaving threads to B's pattern items. What i have found is (and i know its not exclusive, but still) that A can boost his own talents when interacting with B (see the example about Me'Gana and Noraim)

Title: **Re: High Circle Gameplay**
Post by: **thezombiekat** on **November 18, 2011, 11:09**

Quote from: earcaraxe on **Today** at 09:08

> could u cite from the rulebooks that it is possible? I have just read the "weaving threads to pattern items" chapter on page 117-120, and i dont think it says that A can boost B's talents by A weaving threads to B's pattern items. What i have found is (and i know its not exclusive, but still) that A can boost his own talents when interacting with B (see the example about Me'Gana and Noraim)

Quote from: EDPG page 119 sub heading people second paragraph

> If a character wants to boost the abilities of the subject, he chooses one of the subject's abilities to which he will attach the thread. The character can choose any of the same abilities listed above. Threads used in this way work exactly as those already described.

Title: **Re: High Circle Gameplay**
Post by: **earcaraxe** on **November 18, 2011, 11:40**

I see now. thanks!

We havent experienced this kind of power-explosion at circle 5 (or above), and im convinced that the sole reason behind it that we didnt play with this kind of thread boosting nor by group patterns. I understand, that frobidding these might be incosistent with the theory of the world of **earthdawn** (altho i believe it isnt), however it prevents adepts becoming half-gods from one day to another.
That makes the gamemaster's duty of estimating the group's strength more easy, the advancement less hectic, and otoh i feel it's more "consistent", more "real" this way.

Title: **Re: High Circle Gameplay**
Post by: arma on **November 18, 2011, 15:32**

Actually, from what I gather, most groups don't use a lot of pattern magic (a poll I did suggests half don't use any at all), with the exception of group patterns.
Whatever the stance towards it, though, it's in the hands of the GM, as there's no guarantee for a pattern item.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=6945.0. It is a snapshot of the page as it appeared on Nov 7, 2011 10:23:20 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by drucifer earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: Drucifer on February 06, 2010, 03:23

Title: **How Magic Heavy is your game?**
Post by: Drucifer on **February 06, 2010, 03:23**

High Magic
You have average everyday folks using magic to do the simplest things, like the "magical Photo Copier" from LRG.

Medium Magic
Cities and towns have "Magic Districts", most commoners do not have magic but there are a plethora of items set up for them to use.

Low Magic
Magic as a limited resource, where average folks only see it on very special occasions or when they encounter Adepts.

I find I am more of a Low Magic Game master myself. Adepts and magical items are rare and require effort to acquire and master. It allows the feel of magic being special to the players and provides an excellent contrast to the excesses of the Theran Empire.

Thanks

Dru

Title: **Re: How Magic Heavy is your game?**
Post by: **Crusufix** on **February 06, 2010, 08:44**

For **Earthdawn** I'm in the Medium/Medium High area. Most commoners have access to magical items like firestarters, light quartz's, heating pots. My Merchant rooms with a bath, the bath is usually self heating, though rarely self filling. The larger the town, the more extravagant the magical use, such as, my Throal makes common use of air elevators, message stones and such.

Title: **Re: How Magic Heavy is your game?**
Post by: **Flowswithdrek** on **February 06, 2010, 10:47**

When i started as a GM with 1st edition i went with the low magic feeling in my games, but i have to admit lately i have been going toward the heavy magic. Little market stalls filled with magical childrens toys etc.

Title: **Re: How Magic Heavy is your game?**
Post by: **jukibu** on **February 06, 2010, 11:18**

Medium to high maigc I would say. Even though the magic average people use is nothing compared to what adepts can do. And its far away from Theran standards still- while guards might have magical charms to detect lies they still have to walk around with torches for instance.

We started with nearly no other adepts other than the players and some important NPCs, but now I tend to fill the world with low circled adepts.

Title: **Re: How Magic Heavy is your game?**
Post by: **ED_Chronicler** on **February 06, 2010, 17:53**

For me it varies, some towns are low, some towns might be high (Throal) some might be middle (Bartertown)

It depends also upon who you interact with. The guards who aren't adepts, and are guarding on a nice day are likely to have nothing. But on a particularly cold night, the guards might have something extra.

It also depends upon the situation and the story. For me there is no one right answer all the time.

Title: **Re: How Magic Heavy is your game?**
Post by: **Raven Bloodeyes** on **February 06, 2010, 20:05**

I tend to vary across the spectrum based on locale.... small towns are more likely to be low magic, throal is medium-high depending on income.... thera is HIGH!

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

You have reached the cached page for http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=2889.0

Below is a snapshot of the Web page as it appeared on **11/14/2011**. This is the version of the page that was used for ranking your search results. The page may have changed since it was last cached. To see what might have changed (without the highlights), go to the current page.

You searched for: site:redbrick-limited.com "**Post by: Arma**" **Earthdawn forum** We have highlighted matching words that appear in the page below.

Yahoo! is not responsible for the content of this page.

RedBrick LLC Forums

Earthdawn => For Players => Topic started by: Thasic on October 03, 2007, 03:05

Title: **How many Circles**
Post by: **Thasic** on **October 03, 2007, 03:05**

While reading some posts today, I noticed one asking about the step table above the step 40 or so it goes and someone else asking about higher circle abilities. This got me to wondering, how high a circle do most people play characters to? How often do they get together to play? How long do they play at each game get together? How many people in the group? What disciplines are being played?

To start, I'll note my groups habits. There are 4 players and the GM. We have had as many as 6 players in the past. We have been playing together as a group for 30 years, give or take. We have played numerous games, AD&D, Rolemaster, Champions, D20, Hunter: the Reckoning, Talislanta, Shadowrun and lots of others. ED is a continual favorite. We have played ED since its first printing. I started a campaign using the 3 pamplets distributed for free by FASA, way back when. We play about once a month (10 to 12 times a year), usually for 8 to 10 hours at a pop (real marathon sessions). Most of us have run campaigns at one time or another. We have run shared campaigns, where many people will GM a set group of characters but usually it's a one man show.

At this time, we are playing an orc horror stalker, a human nethermancer, a human scout and an obsidiman purifier. We have been playing these characters for about two years and have made it to 4th circle. It is unlikely anyone will multi-class but the purifier is thinking about becoming a questor to Jaspree and the orc is hoping to be asked to join the lightbearers. That's us in a nutshell. Anyone else?

Title: **Re: How many Circles**
Post by: **Raven Bloodeyes** on **October 03, 2007, 03:21**

Unfortunately, it's been too long since I've actually played..... :(

Typical sessions were 2-4 hours or so, with 3-7 players and 1 GM. My regular group used to meet once about 2-3 weeks. Most of the time characters stayed below 7th Circle. One played in solo adventures got up higher than that. We had Weaponsmiths, Nethermancers, Elementalists, Thieves, Beastmasters, a lone Cavalryman, Swordmasters, an Air Sailor.....never actually played with any of the racial ones, even from FASA's Denizens....although I can't wait to try out some of those in NGC!!! (Journeymen, Taildancers, Woodsmen, and Messengers all have some appeal for me to play!)

My :my2cents:
Jason

Title: **Re: How many Circles**
Post by: **Mataxes** on **October 03, 2007, 03:33**

My current Sunday night group has 4 players (we were as high as 6 at one point), and has been playing about every two weeks for just over 4 years (this past September). The group currently has a Windling Beastmaster 8, Windling Thief 8/Warrior 4, Troll Warrior 8, and Troll Air Sailor 7/Illusionist 6.

I currently have a deal with my group -- if we manage to play long enough for them to reach 15th Circle, I will run a combat for their group against Verjigorm, with the dice falling where they may (just to see how it turns out).

Title: **Re: How many Circles**
Post by: **Thasic** on **October 03, 2007, 06:22**

Mataxaes, that should be a pretty interesting combat!

Title: **Re: How many Circles**
Post by: **Horseboy** on **October 03, 2007, 06:55**

Well, we're currently on hiatus because we're waiting for one of us to get out from under a huge work log. We played pretty regularly for a month or two every weekend. Currently we've got 2 4th circle chars, a troll horror stalker and a windling elementalist. There's a 3rd circle windling archer who's been building stats instead of jumping through circles, a 3rd circle t'skrang swordmaster who missed a game and a 2nd circle dwarf calveryman who came in late.

Title: **Re: How many Circles**
Post by: **Grinder** on **October 03, 2007, 10:44**

We play every Tuesday evening for 3-5 hours. In the current campaign, which is running for nearly 2 years now, we have

- 9th Circle Windling Archer
- 9th Circle Ork Liberator
- 8th Circle Bloodelf Wizardli]
    - 7th Circle Human Scout/ 5th Circle Archer

The players of both the Bloodelf and the Human had to make new characters a while back when their old ones died (one like a true hero in a fight against a nasty Horror, the other because of his own stupidity).

The group is currently working to help the Blackfang moot and is going to capture a couple of Theran vedettes for 'em. After that they're gonna try to remove a curse off the Human, fight Ubyr and loot the ruins of Vivane.

Title: **Re: How many Circles**
Post by: **Jaege** on **October 03, 2007, 12:30**

I like your deal, Mataxes. I might have to propose a similiar thing to my group.

Title: **Re: How many Circles**
Post by: **General Ashnak** on **October 04, 2007, 00:18**

Hmm... my group plays weekly for about 6-10 hours (though I do not play as often due to work and family comitments). Usually games go for about a year and circles go anywhere from 1st to 9th. Every racial group has been played, favorites are Orks (guess who plays them :)), Elves, Trolls, T'skrang and Obsidimen. Occasional Humans and Windlings and I think on 2 occasions Dwarves. Disciplines used are almost all the basic ones, with a few of the racial etc ones - Horror Stalkers being my favorite! We usually have a group of 4-7 depending on who can show up...

Title: **Re: How many Circles**
Post by: **utb1528** on **October 04, 2007, 07:57**

I also have been playing or GMing **Earthdawn** since the flyers.

My group tends to run a campaign for about two years and then switches.

I think the highest circle we have reached is 6th.

Our current campaign is brand new:
http://www.**earthdawn**.com/**forum**/index.php?topic=524.msg5278#msg5278

Title: **Re: How many Circles**
Post by: **Jaege** on **October 05, 2007, 00:47**

Wow!!! 6-10 hours a week. I envy you. What do the significant others say? Or I am assuming? No wives kids etc?

Title: **Re: How many Circles**
Post by: **General Ashnak** on **October 05, 2007, 00:54**

Quote from: Jaege on October 05, 2007, 00:47

> Wow!!! 6-10 hours a week. I envy you. What do the significant others say? Or I am assuming? No wives kids etc?

I have an 18 month old boy and am married, the others are all single or in boyfriend/girlfriend relationships so don't have to worry as much :bigcry:. Like I said I don't play that often because of my family and work... :meditate:

Title: **Re: How many Circles**
Post by: **slayride** on **October 05, 2007, 21:38**

The highest I've ever seen a PC rise is Eleventh Circle, attained by Drudge Tarcke (T'skrang Swordmaster) and Thyrnn Valori (T'skrang Warrior) in my last completed campaign that I ran about 7 years.

The highest I've ever seen as a player myself is Sixth Circle as an Obsidiman Warrior (Crag Hack).

My last campaign is currently on a long hiatus since summer because of scheduling conflicts between my job and my players' own gaming schedule.

The highest number of players I ever had in my games was 11, but the average was usually about 4-6 per session. The usual session time was eight hours.

Title: **Re: How many Circles**
Post by: **Thasic** on **October 06, 2007, 05:21**

Wow, 7 years in one campaign! Very impressive. And eleventh circle. Again, impressive.

Title: **Re: How many Circles**
Post by: **Faelan** on **October 06, 2007, 06:40**

The longest campaign ever was 3 years, which started the day after the book hit the shelves until three years later. It and Mage: The Ascension were our usual doubleheader. We were in the USMC at the time, and well when we were not in the field we had a lot of time on our hands. On weekends we averaged about 28 hours of good play time, broken only for beverage runs, food, sleep, and other bodily functions. During weeks we were at the barracks we would squeeze in on average 2-4 hours of gaming in on the evenings. Altogether our **Earthdawn** game logged in at least

2100 hours of game play. This comes out to roughly 525 Sessions of 4 hours each which seems to be the average session length. The characters were all between 13th and 15th Circle, and the campaign ended because it was a victim of its own success. We were tired of gaming with such monster characters (I was that is, lots of fun coming up with new challenges for 15th circle characters, read: hand cramping, and migraines :). Anyway we retired them, along with the equally monstrous Mage characters, and moved on, just in time as some of us were, going back to the civilian world. Of course strangely several of us have settled in the same real world location, and well certain characters make appearances from time to time.

Title: **Re: How many Circles**
Post by: **Crusufix** on **October 13, 2007, 10:55**

Currently I game once a week, Wednesdays. I've been with this group for about 4 years now. We only just started ED after finally convincing the group that ED RULES!!! (An old friend of mine that moved to this city before I did was turned off of ED by a bad experience previously, his archer couldn't hit anything and the thief was doing all the fun stuff... lol)
A single session usually lasts about 10 to 12 hours (well... maybe 4 hours of play.. 8 hours of pretending to play... lol)
This specific campaign has been going on for about 6 months.
Has only 3 regular players with 2 semi-regular players.
Characters are just breaching the 4th/5th circle barrier, and they've yet to leave their Kaer.
I use to play both Wednesdays and Sundays but I pulled wife aggro and was restricted to one day a week :(

The previous campaign before this one with a different gaming group in my home town lasted about 3 years. Played once, sometimes twice, a week (Sundays) for 14 to 18 hour days. This was before I got married, lol (though I was dating my wife to be at the time). The characters made it to 13th - 14th circle. It was cut short by me moving to a new city and a new province 4 years ago.

Title: **Re: How many Circles**
Post by: **Mountainshadow** on **October 28, 2007, 14:49**

Due to trying times (started working as freelance turor/instructor and illness) my gaming groups went into a hiatus the past 6 months, but started again a few weeks ago. My longest running campaign started back in 94, but due to RL planning obstacles we can gather only 3 or 4 times a year. So the characters haven't made it beyond 8th Circle, yet (some not even that far because of sporadic character deaths). In that group we have a Windling Wizard 8, T'skrang Nethermancer 7, Dwarf Warrior 7, Bloodelf Swordmaster 5, Obsidiman Weaponsmith/Purifier/Questor of Chorrolis 6/5/3, an Elf Scout 5 and as newest addition an Ork Beastmaster 3.

My second group runs on a more regular basis, 3 or 4 times per month in

4-10 hour sessions. As it is a shared GM group, we have a holy mess of plot lines, but great fun nevertheless. We started this one 3 years back after the old adventuring group died at the hands of an insidious horror and there own stupidity. In this group are: Dwarf Elementalist/Weaponsmith 6/4, Elf Thief/Scout 6/4, Troll Outcast Warrior/Warrior 5/5, Human Warrior 5, Human Illusionist 5 and a Windling Archer/Winddancer 4/3.

The final of my campaigns only started with the release of Ardanyan's Revenge and we play about 2 times a month for between 4 and 8 hours. Here characters have reached: Troll Archer 5, Elf Swordmaster 5, Obsidiman Warrior 4, T'skrang Shaman 4, Dwarf Weaponsmith 4, Human Wizard 3 and Nethermancer 2 (only shows up every other session).

Title: **Re: How many Circles**
Post by: **Thasic** on **October 29, 2007, 02:10**

You get together and roleplay, face to face, up to six times a month?!? For up to ten hours a pop? Really? Where do you get that kind of time?

Title: **Re: How many Circles**
Post by: **Grinder** on **October 29, 2007, 13:29**

They're either unemployed or at the army. ;D

Title: **Re: How many Circles**
Post by: **Mountainshadow** on **October 29, 2007, 23:49**

Nothing of the two. Just really dedicated players with quite some spare time (some students, some freelancers, and even independent businessmen - well to be honest one player is in the army, but he is the one with the biggest time issues). And of course we have to make good for the last lost months :smokin:.

Title: **Re: How many Circles**
Post by: **Rogan Rubyeye** on **November 01, 2007, 18:04**

Well, I've never actually had the opportunity to play a character in **Earthdawn** (or most other systems) as I'm the *de facto*GM in my local area. but that's OK as that means I get to create all the NPCs and thus become local ED (and SR) Loremaster! ;D

Been gaming for donkey's decades now - I started with AD&D 1st Edition and moved on through to 2nd about when I was finishing comprehensive (high) school in the late 80's. Then I got addicted to Shadowrun which was THE game to run at college, at least until Vampire: the Masquerade was first released. Aside from several RPG clubs and societies, both college-based and otherwise we had a local community of gamers numbering about 20 of which many played in my campaigns with different members at

one time or another over the years. My average group size was 5-8 members but nowadays its more like 4-6. The biggest group I've run was with 18 players! Average game times are weekly sessions of around 5 hours, usually in the evening. Used to do a 8 hour Sunday session with 8 players for several years, but Life Factor curtailed that. At my buisiest period, i held down a full-time day job and ran three weekly groups of about 15 players total and participated in another two gaming sessions. How? Dice rolling is cheaper than beer-drinking and women. ;) Not that I'm adverse to the company of either however...

Title: **Re: How many Circles**
Post by: **beansidhe** on **December 03, 2007, 23:11**

Well, we play 2 interconnected campaigns. One on Saturday nights, one on Monday nights. It's complicated.

We started our campaign in 1993, and the group has gone through many mutations as we've moved across 3 states, changed players...so my character is the only original one any more. He is, as Dammi mentioned earlier today, Wizard 9/Weaponsmith 12/Elementalist (training for 9 currently). My son joined the group with his windling wizard 10 years ago last month. He's now 5th circle...or maybe 6th. So many apprentices, so little brain power.

about a year ago, we realized the group were all following my lead too much, most of the other characters being 3rd or 4th circle. makes sense, yes, but doesn't make for good game play. So we split off my character, and my sons' (windling wizard 5 and elf illusionist 5) and our housemate's (ork weaponsmith 4) into a separate group which we run 3 hours on Monday nights.

The 4 of us built new characters between circles 1 and 3 for the Saturday group. there are a total of 11 players currently, with the highest circle being 6. We play from 5pm-1am most weeks. At one point this group had as many as 15 players and was super chaotic. We're enjoying the lull at the moment. It's quieter certainly.

Characters are dwarf messenger 3, human archer 5, troll sky raider 4, windling thief 5, troll warrior 3, human beastmaster 6, human nethermancer 5, t'skrang scout 4, elf elementalist 3, elf wizard 2, obsidiman weaponsmith 1.

Title: **Re: How many Circles**
Post by: **defrost** on **January 31, 2008, 23:05**

I've participated in a campaign that lasted 3 or so years (3-4 player and the gm) When I stopped playing du to me moving in Montreal, we were 12th circle (Beastmaster, Journeyman, Nethermancer/Illusionist and some discipline from internet). I know that the others players continued playing and are now 14th circle.

One of the thing I would like to point out is that, no matter how long you have been playing a certain group, it all depend on the dm and how he gives out his legend point. A group could be playing for 5 years and still be 6th circle while another could be 15th in less than a year. So it all depends on what you want for a game.
Right now I am starting out a brand new campaign with new players who doesnt know **earthdawn**. It will be fun

---

Title: **Re: How many Circles**
Post by: **Grinder** on **February 01, 2008, 01:38**

Would be cool to hear of some of the adventured you'd played when your group was in 10th-12th circle. :)

Title: **Re: How many Circles**
Post by: **defrost** on **February 01, 2008, 02:09**

Well, we did so many (paralelle dimension, epic horror, stuff like that) One of the most notable adventure we did was the trilogy (sort of) of Prelude to war, Barsaive at war and the aftermath. Altought the game is for lower circle, with a few adjustement here and there, it was really good and challenging. Aaaah the good old days. :)

Title: **Re: How many Circles**
Post by: **Grinder** on **February 01, 2008, 02:17**

Epic horror, I want to hear of that! Pleaaaaaaaaaase. :D

Title: **Re: How many Circles**
Post by: **defrost** on **February 01, 2008, 02:38**

Well I'm don't want to go off topic too much. Just a small resume. A horror a big as mountain stone, whose taint will make you as ageless as stone. In other word, as the horror walk the earth everything he touches turn to stone. It took the strength of an equally powerful horror, Vergigorm, to beat it (fight fire with fire).

As I think back I realize how lame this adventure was. Sometime, legends are meant to stay just that... legends.

Title: **Re: How many Circles**
Post by: **Bluerps** on **February 01, 2008, 15:29**

I played ED in three groups, two of which are still alive. The dead one ran about a year (I think) and we played every week. In the end our characters had reached third circle and weren't far from the fourth. We had an Orc Cavalryman, a Human Beastmaster, an Obsidiman Nethermancer and a fourth character whose race and discipline I can't recall.

The second group runs about two years now and we play every other week, for 4 hours in the evening. The group includes an Orc Elementalist, an Elf Horror Stalker, a Human Warrior, a Human Thief and a Human Bladesman (the Swordmaster variant). We also had a Human Illusionist, but the player moved away. There were some other characters with us, but their players stopped playing for various reasons (mostly time related ones). The Bladesman and the Elementalist hit circle three at the last session, the Warrior, the Thief and the Horror Stalker are still at two.

The last group runs now for 7-8 years - I have forgotten when we started with this one (and this is only the time I spend with the group, it already ran a few years before I joined). We played the first 2-3 years fairly regularly, sometimes multiple times a week, with very long sessions of 12-16 hours. After that the players started moving into different parts of the country and opportunities to play became increasingly rare. First we played maybe every 2-3 months but now we are reduced to one or two weekends a year.
The group includes a Dwarf Warrior/Traveled Scholar/Weaponsmith, an Elf Thief/Troubadour/Elementalist/Wizard and another discipline I can't remember, a T'Skrang Archer/Scout/Nethermancer and a Windling Wizard/Shaman. The T'Skrang and the Windling are circle 14 in their first discipline, the Elf is 13 and the Dwarf is 12 (or maybe he's also 13, I'm not sure). The additional disciplines are all double-digit, but I can't recall the exact numbers. The Dwarf is a also a questor of Upandal, while the T'Skrang follows Lochost. The Windling mistrusts most Passions (especially Garlen), but is a powerful Lightbearer.

Bluerps

Title: **Re: How many Circles**
Post by: **Jaege** on **February 02, 2008, 03:11**

Based upon what you are saying your GM is sparing with LPs. I respect that. Its tough to hold the reigns when doling out LPs. I am a bit sparing myself. My group is close to two years, monthly sessions, but <u>really</u> long sessions, and 4th circle. Okay, your GM is more sparing than me.

Title: **Re: How many Circles**
Post by: **Bluerps** on **February 02, 2008, 09:53**

I think the reason for our low LPs are that we tend to be a bit slow. We get decent LP per adventure, but when an adventure takes four sessions to complete, it means that wie get those decent LP only every two months. :)

Still, I wanted to criticize him for this for a while now. It's fun for to play at low circles, but I always liked the higher up circles more and I want to advance faster.

Bluerps

Title: **Re: How many Circles**
Post by: **Jaege** on **February 02, 2008, 14:16**

I would have the same problem, but I divide the adventure into multiple sessions each with distinct session goals, and award LPs after each session goal is reached. So I dole out the adventure LPs a fraction at a time over the course of the adventure. Thats sort of the way that the book states to do it. Get your GM to try it that way. Smaller awards but more often.

Title: **Re: How many Circles**
Post by: **defrost** on **February 05, 2008, 02:18**

Theirs is an optional way to give LP, one that is describe in the **earthdawn** player compendium (or maybe the gamemaster). It is to give a certain amount of fixed LP per sessions. I have tried this method before and I must say it is quite good. The LP given is not to little and not to big. It take's quite a while before you can aspire to the next circle. I remember at higher circle (10-13) It would take nearly 15 game session before getting up.

Of course a GM is free to put is own bonus for long game session(red bull), heroic action (whoaa!) or very intelligent thinking (the kind that make a Gm goes >:( )

Title: **Re: How many Circles**
Post by: **Grinder** on **February 05, 2008, 14:15**

Quote from: defrost on February 05, 2008, 02:18

> Of course a GM is free to put is own bonus for long game session(red bull), heroic action (whoaa!) or very intelligent thinking (the kind that make a Gm goes >:( )

The last award is probably the rarest. ;D

Title: **Re: How many Circles**
Post by: **JackRasityr** on **February 20, 2008, 06:14**

(First post here... forgive any etiquette faux pas)

I am currently running an **Earthdawn** game that has been running for 26 months now. For the first couple of months, we played every Friday night for 5-6 hours. But for the last two years, we have been playing every other Friday night for 6-8 hours. But, we've missed a handful of sessions in between with holidays and vacations. Because of this, my group is about to have its 50th Campaign session on Feb. 29th and should be a grand old time.
Anyway, back to the topic at hand. Even at 50 game sessions, my gaming

group has not made it quite as far as other groups have in shorter periods of time. I don't know if this is because they spend their Legend Points differently (on skills, items, and such) or if I don't give out as much Legend as some other gamemasters. In any case, this is what my party consists of:

- Alexander "Alex" Starsmore, Semi-Finalist of the 1508 Grand Swordmaster Tourney of Haven
  Human, 6th Circle Swordmaster
- Arya Ferneedle
  Windling, 6th Circle Beastmaster
  Complete with Loki the field mouse, Magni the chickadee, Thor the Zoak, and Odin the Thundrabeast
- Dhar Ssigzz, Captain of the *Air Dancer*, Semi-Finalist of the 1508 Grand Swordmaster Tourney of Haven
  T'skrang, 5th Circle Swordmaster / 1st Circle Air Sailor
- Elewyn Selva
  Elf, 6th Circle Elementalist
  Always has his pet/mount Troajin named Saffire
- Gerald Lightskin, Finalist of the 1507 Grand Swordmaster Tourney of Haven
  Human, 6th Circle Swordmaster, 1st Circle Weaponsmith
- Lillandra "Lily" Fireheart
  Windling, 6th Circle Wizard
- Lowell Redforge
  Dwarf, 6th Circle Weaponsmith
- Onyx Thunderkill, Wielder of the Maul of Many-Breaks
  Obsidiman, 6th Circle Warrior
- (inactive) Shaynanathalin T'Azlathain, Questor of Garlen
  Elf, 5th Circle Wizard / Questor of Garlen (Rank 3)
- Vernon LeVesque
  Human, 5th Circle Thief, 3rd Circle Scout
- (inactive) Zadaghast
  Ork, 4th Circle Archer

Yes, I know it is a big crew. One of the characters above is actually a regular NPC and is not a player. But, right now I have 8 players at the table which is usually twice as many as I liked to run games for. However, I have known all of these players for a very long time and everyone has been excellent about keeping things civil and orderly at the table to maximize an enjoyable gaming experience.

When I assign Legend Points per session, I generally use the Legend Points Per Session chart and assign everyone an amount in the middle. Then, I alter that up or down depending on the level of role-playing involvement and good ideas that each player came up with. On top of that, whenever the characters finish a campaign goal (usually in the form of ending an "adventure scenario") I dish out an additional game session worth of Legend as a bonus. This seems to motivate the party into getting stuff done efficiently.

As far as giving bonuses out to characters who exhibit very intelligent thinking, I never get >:(over it. In fact, I am always rather psyched when a player comes up with a creative way of countering one of my foils. Generally, my players have a lot of meta-game knowledge, but are mature enough to not bring it to the table. They have been excellent, thus far, about keeping their character's knowledge restricted to what their characters have learned as opposed to pulling out all sorts of new talent and spell combinations that their character never previously used. But when a player comes up with a great foil for one of my foils, I openly applaud their guile and cleverness and they are generally rewarded in game - usually in the form of reputation to those who witnessed it.

An example of this would be when, back around 3rd Circle, our party confronted an enemy group that possessed the spellcasting talents of an Elementalist in their numbers. And the party, aside from the windlings, were having a heck of a time dealing with an Icy Surface spell cast on a slightly angled bridge over the rushing waters of the Caucavic River. But one of my Swordmasters had the bright idea of running to the edge of the surface and using his newly-acquired Great Leap Versatility talent to foil that plan, allowing him to get at the crossbowmen and the Elementalist to even the score. Since then, the troubadour who travels with the party off and on likes to tell that story at taverns and fairs.

I'm rambling now. So yeah... two years time, I now have a Legendary Status 2 party with an average of 6 Circles per character for the most part.

Title: **Re: How many Circles**
Post by: **arma** on **February 20, 2008, 07:13**

There's no need to worry.
My group was around 6th circle at 50 adventures too. Maybe with strong tendencies towards 7th.

However, there's some things that affect awarding LP that might be the case with your group:

LP awards:
If you use the "LP per session" column only, you leave out one LP award for completing an adventure.
Note that a session is not supposed to be an adventure. Each evening you meet is a session. If an adventure stretches over multiple evening, than you award the adventure completion award at the end.

Opponent LP:
In some cases where you introduce tougher opponents, more players will not defeat them more easilyy, because some spells and powers will affect the whole group. In some other cases, it's the other way around.
This is just an effect that happens because of your rather large group, and it cannot really be predicted by the game or be solved without extensive information.

Burning LP:
Players can spend their LP on more than circle-advancement. Player who find their Karma useful (most often those with many combat-discipline talents and those with a high Karma Die) or who own "expensive" magic items will fall back a bit.
(It does look a bit unusual with your group, though)
As you said, skills are another factor. Many players simply don't learn skills.

Power Gap:
This is something that might start to show up with your group in the near future. 6th to 8th circle means a very high power increase for the combination of talents and spells available, new magic items etc..
It's the time when groups can take the first horrors. This means more LP from defeating them (except, of course, if you hand out LP differently, just using the session award column), depending on the frequency in which tey are used.
This also means that a group that played past this point usually makes a quick "leap" towards 8th circle, so you cannot really compare such a group to yours, it's not a linear growth.

Time per player
I would expect that in a group of 8 or so, each player gets less time "to do his stuff" than in a group of four, and that combat etc. takes longer. You would simply get less adventuring done in the same timeframe.

As you see, it depends a lot on GM style. What opponents to use. What items to hand out. If skills are "required". I wouldn't worry about getting a group to an average of 6th circle in 50 adventures, though, if they're happy with it.

Title: **Re: How many Circles**
Post by: **JackRasityr** on **February 20, 2008, 07:33**

You bring up a lot of good points, **Master Arma**.

Most of my players spend their Karma without focusing solely on Circle advancement, which pleases me. Karma is a huge factor in my group - my swordmasters burn through Karma like quicksilver! They also are very well-rounded with raising just about each and every one of their talents up to moderate to high ranks.
I knew players who would only raise their talent ranks to the bare minimums for Circle Advancement, and to me, it took away from half of what the character was capable of. I mean - really - what non-munchkin would not want to use the awesome talents like Taunt, Heartening Laugh, Winning Smile, etc. of a Swordmaster?

I do award an LP award for completing an adventure, but it is usually a larger sum from the LP per session list. I don't know - granting the 6th Circle party an average bonus of 1500-2000 LP's for completing an adventure always has them stoked for a long time.

My party has already taken on the likes of a Minor horror already - and even then, it had near-disastrous results. But they survived and moved on. Since then, the Horrors have not been a factor - but like you said, most likely will be as 7th and 8th Circles start to turn around. I did not mention it in my write-up above, but I did hand out Legend Awards for difficult creatures they have encountered. I don't hand out LP's for taking on non-Adept lackeys, minor Adept threats, or other creatures of Average challenge or less. But when the party takes on the likes of a Gargoyle at lower circles, or Ork Cavalrymen on the backs of Thundrabeasts, then I will be sure to throw Legend their way for the trouble - usually for using their abilities intelligently to get out of a jam.

Remarkably, myself and my players are truly lucky in that our combats do not take an exorbitant amount of time - everyone is good about knowing what they are doing before their turn starts, and everyone has been real good about nearly memorizing the Step Charts up to Step 24 or so - this makes things incredibly easier. I guess it has gotten to the point where everything runs smoothly enough that a combat is a mere speed bump in story progression. Of course, on occasion, there is an epic battle - but those are to be expected from time to time.

I guess, in all, the Circle progression of the party is a good mix of anticipating next Circle's abilities but being happy with the wide variety of abilities that **Earthdawn** has done so well in dividing up quite evenly amongst the Disciplines and Circles.

Thank you, again, for your words of wisdom.

Title: **Re: How many Circles**
Post by: **Jaege** on **February 21, 2008, 18:17**

Hmmm. When my party was 3rd circle they slew a minor horror, a crystal entity. It was <u>really</u> tough, but they bested it. Of course they are geared toward horror slaying, having a horror stalker, a nethemancer, and a purifier in the party, and the crystal entities are some of your weakest horrors.

As to LPs, my group is 4th+ (the purifier is ready for 5th, the nethermancer and the scout, being human with versatility, are further back) and I have run 42 sessions. Some of my group might make 6th by 50 sessions. I think we have a like mind as to LP awards, JackRasityr. I dont think you are doling LPs out to slowly.

I have a question for you, do you find that your party has really jumped in power from 4th to 6th? Is it tougher to make challenging encounters?

Title: **Re: How many Circles**
Post by: **Grinder** on **February 21, 2008, 20:04**

The real boost in power came when they hit 8th circle. Don't know why, but it happened.

Title: **Re: How many Circles**
Post by: **Mataxes** on **February 21, 2008, 22:40**

The first *significant* rise in power often shows up around circle 5 or 6 -- many groups have established group patterns at this point (which starts to enhance their power), and you also tend to get the first major thread items making their presence known. At the same time, a lot of Disciplines start getting their first serious *power* talents (Willforce for spellcasters, any talent that allows additional attacks, etc), and their ability with those talents is high enough that they regularly succeed at standard tasks.

Eighth/Ninth Circle is another common plateau, because TW is often high enough that those first magic items are starting to get maxed out (along with a group pattern, if any), and a few more powerful talents make themselves known. I don't think it's as pronounced as the jump you see around 5/6, myself, but I'll admit to not a lot of *practical* experience with characters at that level (in 10+ years of ED, I've had one game on the verge of C8, and my current game is C8 verging on C9).

Title: **Re: How many Circles**
Post by: **JackRasityr** on **February 21, 2008, 23:03**

Well, I'm glad that there another GM out there with a similar Legend Point / Circle path to my player character party, Jaege. As far as the party's power level jumping... that would be a tough call. I think that the ones who show it most between 4th and 6th Circle are the spellcasters, especially the party's Elementalist. The party Elementalist has a lot of combat-based spells, so when it comes to doling out the pain in the throes of combat, the Elementalist is often turning heads with the dice he rolls and the effects he produces. The party's Wizard could also do that if she had chosen a spell-set that focused on combat. (She's good about having spells like Displace Self and Invigorate over the likes of Doom Missile and Razor Orbs.)

As far as making tough challenge encounters, I think **Earthdawn** presents enough variety in the way of altering cookie-cutter stat blocks so that, with some minor tweaks and customizations, even a large group of non-Adept bandits could prove to be a handful. Case in point: At 4th Circle, I placed my party up against a flight of eight gargoyles when they were seeking out a vein of Elemental Earth for a prospective employer. Now, in my mind, one gargoyle is a tough opponent for anyone on any given day, but eight? I thought for sure that the party would sustain heavy wounds in a frontal assault. But, as fate would have it, the party waded through the gargoyles

relatively easily as not only were the dice on their side, but they also worked well as a team - bunching up in a group so that the gargoyles could not pick apart at one target at a time. Sure, some damage was doled out and a couple of Wounds happened, but compared to the four incapacitated/dead Gargoyles and four that fled... the party came out on top with flying colors.
Now, just recently, the party - whose Legendary Status is 2 collectively - were caught in a bind when one of Haven's gangs in the Old Neighborhood confronted them looking to relieve the party members of some of their magical wares and wealth (word had spread of the party's wealth). So, the 6th Circle party threw down with the gang - a 3rd Circle Thief, a 3rd Circle Archer, and 12 non-Adept rogues. And to say that I was surprised would be an understatement, but the party sustained HEAVY damage (one party member was rendered unconscious) and a great deal of Wounds was handed out - even a Wound to our tank-ish Obsidiman Warrior, which never happens (who has a 9 Physical Defense, a 16 Wound Threshold, and substantial armor). And the gang suffered minor casualties considering who they fought - 1 non-adept dead, 2 non-adepts unconscious, and the Thief Adept unconscious... the rest of them fled with life and limbs intact. If it was not for the leader of the gang cell going unconscious, the gang would have continued to ride morale and fight on.
Sometimes, the dice, the setting of the battle, and tactics used can determine the outcome of a fight more than the raw stats of an opponent.

So my advice, Jaege, would be to consider tactics and advantageous settings for your encounters rather than the bulk of bigger numbers. After all, a group of hungry krilworms don't know whether a party is 1st or 10th Circle. And besides, it is funny when a party scoffs at a group of 6 krilworms and says, "Bah! These things are easy as pie! We've dealt with them before." Then, have the other 70+ krilworms descend out of the sky after the "scouting party" makes itself known. The party will be sure to change their opinion of krilworms awfully quickly.

And Grinder, I guess it remains to be seen what happens to my party when they hit 8th Circle. Judging by the available talents and spells at 7th Circle and above, I'm sure each and every Circle at this point will have an upward curve of overall power and production. But it's also a matter of opening up more and more of **Earthdawn**'s countless options to the party at that point - Astral travel and encounters, manipulation of Horrors, spirit interaction, etc. **Earthdawn** is, in my opinion, the absolute best game for keeping everything seem "fresh" and new to a party no matter what Circle they may be - whereas in games like Dungeons & Dragons - the repetitiveness factor really turns a long game into something stale and lacking in color and flavor.

And you make great points, Mataxes. My party members are closing in on 7th Circle (probably in 4 to 6 more sessions) and they are just starting to explore the possibility of forming a Group Pattern. There are a pair of good thread items within the group at this point, and Willforce and Second Weapon/Attack really does amp up the "output" of the party.

I do think that the biggest jump that I have noticed was definitely when the spellcasters got Willforce. Let's face it - it makes low-level spells like Mind Dagger and Earth Darts into absolute ass-kickers because of the extra steps. It is also at that time when a Wizard uses Willforce to really empower his Dispel Magic spell.

Thanks for the thoughtful replies, guys. It's great to find some like-minded people as well as ones who are in similar GM'ing situations for the best RPG out there.

Title: **Re: How many Circles**
Post by: **slayride** on **February 22, 2008, 02:00**

In my experience as gamemaster, there is a significant increase in power at Fifth Circle and Seventh Circle. Fifth Circle is where you tend to start getting some secondary additional attacks per character everything from Swift Kick to Second Weapon. Elementalists get their big boom spells, and Thread Weaving is at a good enough rank that Thread Magic Items can really start to change a character's statistics and strength. Seventh Circle is where an additional round of attacks tends to come in such as Second Attack and Claw Frenzy for Beastmasters. Magicians have since increased in power, where Nethermancers are now doling out damage with Bone Shatter and Foul Vapors, or just locking down opponents one at a time with Constrict Heart and Wizards have significant single damage spells that are almost 'Game Over' if they hit such as the aptly Named Doom Missile. And Ninth Circle tends to be an even bigger power jump. I haven't really had a campaign go above Ninth Circle, although after Legend Points, the last full campaign I ran had them retire at about Eleventh Circle.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=4563.0. It is a snapshot of the page as it appeared on Nov 20, 2011 18:01:28 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: burningcrow on June 21, 2009, 12:11

Title: **How to start a new cronicle with some players who know Barsaive?**
Post by: **burningcrow** on **June 21, 2009, 12:11**

Hello!

I'm about to start a new **Earthdawn** campaign soon. I want to begin with new characters who just enter Barsaive for the first time when leaving their Kaer (thinking about using Kaer Ardanyan).

Two of the players are new to **Earthdawn**.
But here's my problem: the other three players know Barsaive inside out and have been playing **Earthdawn** since 1st Edition back in the nineties (they are the "leftovers" of my very first **Earthdawn** group!).

So the question of course is: Is there a way to keep that sense of wonder **Earthdawn** used to provide to all of us back in the day when nobody knew about what's going on? I don't want to change too much (neither metaplot nor setting) but I fear that the extensive background knowlegde of some of the players will make it extremely difficult for the whole group to feel ... well, waht it's like to leave the Kaer and enter a whole new world ...

Do you have any ideas, tips, tricks or your own experiences for me to help make this a great new start into **Earthdawn** for the whole group?

Thanks a lot!

Title: **Re: How to start a new cronicle with some players who know Barsaive?**
Post by: **Citizen Joe** on **June 21, 2009, 12:38**

As they enter Bartertown, have everyone tense and then have them hear whispering rumors that King Neden is dead. The older players will realize that not only is King Valurus gone, but so is the Priince. That should be enough warning. If they then make assumptions about the world, burn them for it.

Note that Neden doesn't have to actually be dead, it could just be a rumor.

Title: **Re: How to start a new cronicle with some players who know Barsaive?**
Post by: **Oofje** on **June 21, 2009, 12:42**

Also, you could ask the experienced players to play disciplines they've never played before.

This kind of forces them to take a different approach to the Barsaive they already know.

Title: **Re: How to start a new cronicle with some players who know Barsaive?**
Post by: arma on **June 21, 2009, 13:42**

> Quote from: burningcrow on June 21, 2009, 12:11
> But here's my problem: the other three players know Barsaive inside out and have been playing **Earthdawn** since 1st Edition back in the nineties (they are the "leftovers" of my very first **Earthdawn** group!).

What type of campaign did you play?
What official adventures?
Any of the epics (PtW, BaW)?
How did you employ the two main adversaries (Horrors, Thera)?

Title: **Re: How to start a new cronicle with some players who know Barsaive?**
Post by: **Flowswithdrek** on **June 21, 2009, 15:41**

Simple answer is Good GM Skills and Sensible Players.

I have been in this situation several times, starting afresh with a newish group but always with one or more players from previous groups and often starting afresh with the same group playing different characters!

Seldom did my previous groups get to interact too closely with the bigger personalities of the Meta plot, so while characters where aware they may be working for or against an individual they rarely got too involved at a high level of the Meta plot. This means I can play the same adventures and just add a couple of twists into the game, change a few names, change the points of views of some of the NPCs and maybe even alter some of the outcomes. I have even had players interact with their own characters from previous games just too really throw the cat among the pigeons >:D

If previous players are used to hobnobbing with the Meta plot elite then run a more grass roots campaign, they deal with street urchins rather than the local constable and his high rolling friends.

Throw in a horror that for some reason wants to befriend the characters and really help them, that will have any player scratching their heads for a long time, and will get them to change their perspective. Look at it as a test of GM creativity to keep old and new players looking over their shoulders and not at the Meta plot.

Flesh out some of the unexplored areas of Barsaive, they won't know much about. The last gaming group started afresh sealed in a kaer in the badlands, there where all sorts of surprises waiting for them. By the time they got to Travar or Bartertown it was a whole new world to them even though they had been there as other characters, but nothing had actually changed .

If your GM skills are up to scratch your players should become caught up in the twists and turns of the plot and not really think "What was it like the last time I was here as another character"

And as Oofje said get the veteran players to take on a discipline they have never tackled before, that will give a totally different perspective. Also veteran players should know when to keep Meta info to themselves.

I have mostly been a GM but have played also, as I GM I know things many of my players never will but it never stopped me enjoying an adventure as a player that I ran as a GM.

Hope that helps a bit.

Title: **Re: How to start a new cronicle with some players who know Barsaive?**
Post by: **burningcrow** on **June 21, 2009, 18:35**

Quote from: arma on June 21, 2009, 13:42

> What type of campaign did you play?
> What official adventures?
> Any of the epics (PtW, BaW)?
> How did you employ the two main adversaries (Horrors, Thera)?

We played most of the official FASA adventures (the Parlainth stuff, Blades, Scattered Pattern, Mists of Betrayal, Terror in the Skies) where they got Travar as their base of operations from. Then we used most of the Sourcebooks to play some self-made cronicles with (Blood Wood, Cara Fahd, Serpent River, Crystal Raiders, Throal, finally Sky Point and Vivane).
We never played Prelude to War/Barsaive at War as one of the players had read the books and didn't really keep the metaplot to himself (unfortunately this guy will be in this new group, too).

The PCs only encountered Horrors in the official adventures, I prefer to have Thera as the main enemy (and still do). But there has never been a direct confrontation, only fights against Theran minions in Barsaive.

My favorite sourcebooks have always been *Crystal Raiders* and *Serpent River*, so I want to use those for sure.

Quote from: Flowswithdrek on June 21, 2009, 15:41

> Simple answer is Good GM Skills and Sensible Players.
>
> I have been in this situation several times ...
> (...)
> Hope that helps a bit.

Absolutely.
Thanks for your insights ... I' ll try to really think about how I can use your advice to get things moving.

Title: **Re: How to start a new cronicle with some players who know Barsaive?**
Post by: arma on **June 21, 2009, 19:07**

Quote from: burningcrow on June 21, 2009, 18:35

> We played most of the official FASA adventures (the Parlainth stuff, Blades, Scattered Pattern, Mists of Betrayal, Terror in the Skies) where they got Travar as their base of operations from. Then we used most of the Sourcebooks to play some self-made cronicles with (Blood Wood, Cara Fahd, Serpent River, Crystal Raiders, Throal, finally Sky Point and Vivane).
> We never played Prelude to War/Barsaive at War as one of the players had read the books and didn't really keep the metaplot to himself (unfortunately this guy will be in this new group, too).
>
> The PCs only encountered Horrors in the official adventures, I prefer to have Thera as the main enemy (and still do). But there has never been a direct confrontation, only fights against Theran minions in Barsaive.
>
> My favorite sourcebooks have always been *Crystal Raiders* and *Serpent River*, so I want to use those for sure.

In this case, I'd start the campaign with the Theran presence already established, and play a cold war type scenario with lots of espionage and skirmishes by proxy (the Theran-supported K'tenshin and the Throal-supported V'strimon clashing now and then, for example). Because neither side can fully commit, magic is used, both in place of espionage-technology and the technical support you see in proxy wars.
You'd have to use that for some of the sense of wonder (if this is how you define it... it won't ever be the same again after the first time, though...). Often helps to look at certain spells or talents and find unconventional uses for them, then build your adventure around something like it.
Over the course of the campaign, the Therans whould gain ground by expanding their sphere of influence, while the throalites would try to forge alliances to "surround" Triumph (the hooks in Crystal Raiders are good for this, but it's only one aspect).
I'd leave a lot of the decision on how to counter the Therans to the players in the later Journeyman Circles, probably giving them control over some type of unit or make them some task force. Depends on their Disciplines what to do here, though. Maybe this will take you into your own version of the war. I'd not go for completely destroying the

Therans here, though, getting rid of Triumph at best.

I'd not go for that right away, though, if you want to start out of the kaer. I'd go for two to four Circles of exploration, where they mainly encounter magical creatures, esp. the ones that resemble normal creatures or are normal creatures transformed by magic. And a few environmental effects where you got magical landscapes and places inhabited by spirits.
That's hard to pull off if you use Ardanyan as written, though, because the town's placed pretty central.
For the above to work, wherever the characters come from should be allied or ally itself with an anti-theran faction, or they need to leave it behind.

Title: **Re: How to start a new cronicle with some players who know Barsaive?**
Post by: **burningcrow** on **June 21, 2009, 20:37**

Quote from: arma on June 21, 2009, 19:07

> In this case, I'd start the campaign with the Theran presence already established, and play a cold war type scenario with lots of espionage and skirmishes by proxy (the Theran-supported K'tenshin and the Throal-supported V'strimon clashing now and then, for example) ...

That's definitely a great idea!

Quote

> I'd not go for that right away, though, if you want to start out of the kaer. I'd go for two to four Circles of exploration, where they mainly encounter magical creatures, esp. the ones that resemble normal creatures or are normal creatures transformed by magic. And a few environmental effects where you got magical landscapes and places inhabited by spirits.
> That's hard to pull off if you use Ardanyan as written, though, because the town's placed pretty central.
> For the above to work, wherever the characters come from should be allied or ally itself with an anti-theran faction, or they need to leave it behind.

I don't think that's a big problem.
What I want to do is to let the PCs play through the Ardanyan adventure and give them the possibility to build some relations to Throal, some Crystal Raiders, V'strimon, some Obsidimen communities.
As kind of my personal metaplot I want to present Thera as the big enemy but also Throal as not entirely above question.
Maybe the PC will build or join a smaller community, kaer, fortress, whatever that will be their homebase and "their people" for whose wellbeing they want to fight. This most certainly will not be Ardanyan.

Title: **Re: How to start a new cronicle with some players who know Barsaive?**
Post by: **Ukhata** on **June 21, 2009, 21:21**

why not kick them quickly to another part of the theran empire?
it'll be new for everyone :P

Title: **Re: How to start a new cronicle with some players who know Barsaive?**
Post by: **roosta** on **June 21, 2009, 23:45**

How about making them part of a pro-Theran faction? Let them bring the light of Thera to the those stupid Barsaivian hicks and if they get uppity, then give them a good dose of Theran steel!

If they are just emerging from a Kaer then the inhabitants could look back at the Therans as saviors who helped their ancestors by providing the magic that sealed them in and protected them.

The group I am running at the moment is based in Vivainne and at least one of the party is pro-Theran. The view from the other side would help throw off the long-timers

Roosta

Title: **Re: How to start a new cronicle with some players who know Barsaive?**
Post by: **Difaw** on **June 22, 2009, 05:27**

Roosta's Idea I think is best --

Another thing would be to have them not going to the major cities...or make up a small town or two, and base the entire adventure out of there. up until 4th circle, my last group never got near Bartertown -- they were in a made-up minig town where the Throal mountians and Scytha mountains come together at the serpent river. Not a very fleshed in area at all in the official books -- and the edge of the bloodwood isn't too far off.

You could ahve some troll-moots in the mountains along the river between the town and parlainth (look at your barsaive map -- a couple of tributaries range up between where the serpent river main snakes south and parlainth). You can use your serpent river books and have a large T'skrang population along there -- dwarves from teh mining commuinity -- elves that fled the blood wood to be in the Kear of the dwarves...

you don't have to have extensive travel to have a great campaign. Once, I had my group start out as the "eliete" protectors of a moderate sized town -- answering to the mayor only, and the Sheriff. Was like being in a western almost -- and they never left that town. Their trainers were retired adventurers who were teh artisans and shopkeepers in the town, and comprised the town councill.

Roosta's idea of being theran sympathizers is also cool.

One mroe idea: you could run Ardanyan -- but have them exit the kear AFTER triumph has landed, and go from there...or maybe even after BiC!

Title: **Re: How to start a new cronicle with some players who know Barsaive?**
Post by: **Rogan Rubyeye** on **June 22, 2009, 15:48**

I can empathise with you here **Difaw** Once had one of my players go off and "research" one of the scenarios (Infected) I was GMing at the time. Basically, the group hadn't a clue as to what was really going on one session and then in the next he comes out with the story's "culprit" and with such utter conviction that I knew he'd been snooping - especially because I've never even hinted or explored that scenario's"culprit's origins" at all before. Ever.

In the end, I had them finish up that scenario along the published lines, but completely removed all evidence of the "culprit" and swapped it to something else - actually it fitted in quite nicely with some of the group's previous experiences and the main group of antagonists actually were confirmed as correct in their assumptions. There was nothing else the party could do and the end result was pretty dark and a stain of failure for them - mainly because the player in question thought he knew something that actually turned out to be completely wrong. His character couldn't find a certain plot item that should have been there and he couldn't question me upon it not being there without admitting that he'd been "cheating".

That was the most severe misuse of OCC information. Other players were happy and content to not delve into the world background by reading sourcebooks. I encouraged them to ask questions and I would impart the relevent information to them - especiually in line with their character's background histories and Knowledge skills. Luckily, I've got several good and experience roleplayers amongst them and they used to omit certain OCC knowledge to the best of their ability when required. However,once something is known you react according to that information, no matter how good you are. It won't have the same impact the second time around. Many will avoid abusing their knowledge and actually overcompensate putting themselves at a disadvantage instead.

So, if you want to avoid "spoilers" my advice is to create your own campaign by setting a series of small scale linked adventure in an area outside of those detailed in the books. By all means use the flavour and opponents therein, but keep the party segregated from

mainstream NPCs and locations already familiar to the players. Don't be afraid to penalise their LP Awards for roleplaying should they utilise OCC references to upset your scenarios either. The other option most used is to change pre-published themes to your own agenda. As I did above, it'll keep them guessing and if one player who thinks he knows what "should" be the answer gets it horribly wrong, then the others will not go along with his suggestions for very long at all.

Tough love aside, choosing to set your campaign on a different angle, say pro-Theran gives you a wonderful opportunity to explore the Barsaive coin from the other side.

Title: **Re: How to start a new cronicle with some players who know Barsaive?**
Post by: **etherial** on **June 22, 2009, 15:58**

Quote from: Rogan Rubyeye on June 22, 2009, 15:48

> Other players were happy and content to not delve into the world background by reading sourcebooks. I encouraged them to ask questions and I would impart the relevent information to them - especiually in line with their character's background histories and Knowledge skills. Luckily, I've got several good and experience roleplayers amongst them and they used to omit certain OCC knowledge to the best of their ability when required.

On the flipside of that, though, I'm a player who will lovingly read and render information from a given sourcebook, even (and especially) the stuff that contradicts the other stuff, even when I know the GM is going to go the other way (especially when I know the GM is going to go the other way). It's kinda nice when I'm playing a T'Skrang and we go to the Serpent River, and instead of the GM having to describe everything, he can just say "Ask Dio".

Title: **Re: How to start a new cronicle with some players who know Barsaive?**
Post by: **Citizen Joe** on **June 22, 2009, 16:30**

Quote from: Rogan Rubyeye on June 22, 2009, 15:48

> I can empathise with you here **Difaw** Once had one of my players go off and "research" one of the scenarios (Infected) I was GMing at the time. Basically, the group hadn't a clue as to what was really going on one session and then in the next he comes out with the story's "culprit" and with such utter conviction that I knew he'd been snooping - especially because I've never even hinted or explored that scenario's"culprit's origins" at all before. Ever.

I maid a suggestion a while back about writing adventures. No matter what, your players are going to find out about anything that is publicly accessible. Maybe they thumb through the book at the store, maybe they hear about it through spoilers. Publishing adventures with a single track are going to have that problem. My suggestion is to have multiple possible tracks. So you put together the components of the adventure, pick the culprits, etc. on the fly rather than being pre-planned.

If you have culprits A, B and C, then accusing them at the start won't yield anything without the proof. Additionally, accusing someone without proof will likely get you killed. In order to get the proof, you have to go through the adventure and find it.

Title: **Re: How to start a new cronicle with some players who know Barsaive?**
Post by: **Difaw** on **June 23, 2009, 04:59**

I utilize the information from teh written adventures, but always make my own campaigns and sessions.

For example, in my current campaign, I set up the basic outline of a "mystery" -- beginning in Kaer Tardim. Only, the adventure group wen thtere looking for Farliss' journal, and had to follow in Farliss' footsteps to complete his last quest he couldn't befor ethe scourge. This led them to find taht they needed to get 6 different pre-scrouge relics to help free the obsidimen below the triumph. I came up with a basic idea of where each was, and then let the players play it out -- they chose which spot they were going, and since they are pre-scourge relics have only the most basic of knowledge about where each is, and who/what/hwhere.

I then adjust the encounters, and integrate whea tht eplayers are doing/have done into the adventure. For instance, they ended up helping and befriending a bounty hunter who was after them from the time they were first up until about 4th circle. Now he is a trusted ally NPC whom they utilize -- and whom I can figure in as possible solutions for them when planning.

It is quite easy to do, really. You can take encounters form books, and then mod it out so when they run into it, even experienced players may nto realize "hey, this riverboat battle is really the final arishp battle from Terror in the Skies" (I actually did this)

Good luck!!

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=2474.0. It is a snapshot of the page as it appeared on Nov 15, 2011 18:00:40 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by dammi earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: schlake on June 15, 2007, 16:59

Title: **I return!**
Post by: **schlake** on **June 15, 2007, 16:59**

I don't know how many of you remember me from the old **Earthdawn** lists during the FASA days, but they used to describe me as "prolific" in my participation in discussion.

I've been away from **Earthdawn** for quite some time. I've been convinced to run again , so I'm returning to the seedy underbelly of internet Eathdawn socialization. I prefer mailing lists over web forums, but most of the world seem to like it the other way around. I hate the rest of the world.

I'm very pro-FASA. For the most part, the Redbrick stuff seems mostly in line with FASA and I've found very violations of old FASA canon. This makes me happy. LRG, bless their souls for trying, just didn't seem to "get" **Earthdawn**. They liked the world, but didn't seem to grasp the premise of the rules system.

I'm currently in the painful process of reassimilating **Earthdawn** so that I can be in tune with the Redbrick version. It will take a whlie, and I'll probably be running my game before I finish. So as I go, I'll probably have questions. Lots of questions.

Title: **Re: I return!**
Post by: **Mataxes** on **June 15, 2007, 17:37**

I remember you from the old days of the EDML, but I don't remember whether we tended to butt heads or agree with each other. ;D

Welcome back to the fold! (And I'm glad our efforts with **Earthdawn** meet with your approval.)

Title: **Re: I return!**
Post by: Dammi on **June 15, 2007, 18:05**

Hiya!

Quote from: schlake on June 15, 2007, 16:59

> I'm currently in the painful process of reassimilating **Earthdawn** so that I can be in tune with the Redbrick version. It will take a whlie, and I'll probably be running my game before I finish. So as I go, I'll probably have questions. Lots of questions.

We'll be happy to answer them. You'll find that we're "FASA purists" too, and tried to mend the "darker" spots of their game design ;D. We can safely say that we never changed anything just because we could.

Welcome back!

Dammi

Title: **Re: I return!**
Post by: **schlake** on **June 15, 2007, 18:11**

> Quote from: Dammi on June 15, 2007, 18:05
> We'll be happy to answer them. You'll find that we're "FASA purists" too, and tried to mend the "darker" spots of their game design ;D. We can safely say that we never changed anything just because we could.

You made the talent version of taunt require that the target be able to understand the adept using the talent! I'll never forgive you for that.

As for Josh above, I remember you too, but seeing your name didn't make me want to put together a letter bomb or poison some brownies, so we must have gotten along.

Title: **Re: I return!**
Post by: Dammi on **June 15, 2007, 18:19**

Hiya!

> Quote from: schlake on June 15, 2007, 18:11
> You made the talent version of taunt require that the target be able to understand the adept using the talent! I'll never forgive you for that.

In that case, I guarantee you will probably hate some of our other changes with a passion. :o

But then, there's always the First Edition. ;)

Best,

Dammi

Title: **Re: I return!**
Post by: **schlake** on **June 15, 2007, 18:41**

> Quote from: Dammi on June 15, 2007, 18:19
> In that case, I guarantee you will probably hate some of our other changes with a passion. :o
>
> But then, there's always the First Edition. ;)

I skimmed through almost all of the Players Compendium and the only other thing that stood out to me was your text on languages. All I noticed about it was that it was wordy but still vague, so I'm not sure if you stayed faithful to FASA or not there. I suppose I can tell from what I'll find the supplements when I read them.

I do know that I liked a lot of the new talents I saw. I've set the date of character creation for my new campaign to the 25th, so I need to do a lot of assimilating between now and then. Hopefully I can avoid playing World Of Warcraft enough to get the assimilating done.

Title: **Re: I return!**
Post by: **Anunnaki** on **June 15, 2007, 22:27**

Hiya,

Welcome back to the dark side Schlake! *laugh* I remember you from the EDML (I used

to administrate the EDML -- actually, I still do, though there is no traffic to administrate these days!).

I look forward to many interesting "debates" ... *grin*

Take kaer, JAMES

Title: **Re: I return!**
Post by: **schlake** on **June 15, 2007, 22:37**

Quote from: Anunnaki on June 15, 2007, 22:27
> I look forward to many interesting "debates" ... *grin*

The problem with the debates is that other people never realize when I've won them, and they keep debating!

Title: **Re: I return!**
Post by: **Anunnaki** on **June 15, 2007, 22:49**

Quote from: schlake on June 15, 2007, 22:37
> The problem with the debates is that other people never realize when I've won them, and they keep debating!

laugh Well, as long as you realize that I'm always right, we'll get along just fine. *evil grin* I'm warning you... Don't make me publish that bog gob sourcebook! ;D

Take kaer, JAMES

Title: **Re: I return!**
Post by: **Crusufix** on **June 25, 2007, 08:46**

Oh sweet. I sooo want a Bog Gog Source book!

Exactly what do they do when not hucking mud at adventurers? Do they hold chess tournaments? Do they write poetry? Do they have social cliques which scorn other social cliques? Do they discuss the ramifications of organized education on attitudes of young adventurers? Maybe they produce magazines on the current trends of adventurers fashion? What do they do with fallen adventurers treasures? Do they have swap meets and show off their trophies? Maybe they'll trade me a good Broadsword for two cracked axes and a dented helmet...

Title: **Re: I return!**
Post by: **arma** on **June 25, 2007, 09:32**

You're quite close to the truth and also far away from it.

When I wrote "Bog Gob Kingdoms of the North", I created a net of dedicated societies that are at least en par with most of those found in Barsaive.
Now, the Gobs do not want to be bothered or even hassled by their Barsaivian Neighbours, and so pose as what you know them so no one will ever take them seriously and no one wants to go out there beyond Barsaive's northern border and take a look at things.
Blood Wood knows, though. They are not interested in the Gob Kingdoms, but profited from some trade deals to keep their existence secret.

This is all a lie, btw. ;)

Title: **Bog Gobs**
Post by: **Telarus** on **June 28, 2007, 02:33**

I once ran a session called, "Dude, where's my cart!". The group's Dwarven Weaponsmith's cart had been stolen by a pack of Horror Marked Bog Gobs who worshiped a Crystal Entity. Strange twisted shapes of blue crystal grew out of their body and they had a secondary attack (after the engulf and suffocate) as the crystal expanded and grew suddenly into the engulfed characters flesh. The Crystal Gobs usually carried around crude weapons of low quality crystal.

They had taken the cart to allow the Horror to infest something movable, as it was trapped in a sub-basement level workshop of some forgotten Nethermancer. There was a breach into the local sewer (I think I ran this in Kratas), and they were growing new Crystal Gobs as small shards of crystals on the sewer tunnel walls.

Needless to say, my players (used to hacking thro bog gobs at this point..Journyman, or later I think) freaked out. Especially when the Crystal Entity started whispering to them as a hive mind.

Namaste

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=2453.0. It is a snapshot of the page as it appeared on Nov 7, 2011 15:05:48 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: Legion on June 11, 2007, 19:32

Title: **Ideas for First Game**
Post by: **Legion** on **June 11, 2007, 19:32**

Hello!

I'm going to be running my first ever **Earthdawn** game with a bunch of friends later this summer. No one has ever played **Earthdawn** before, but we found out about it because we're all hardcore Shadowrun fans. Anyway, moving on.

My plan is to have them start out in a Kaer so they won't be responsible for knowing everything about the world. I'm going to have them be chosen for a scouting mission aboard an airship, which will be attacked by a lone Theran ship. I want them to engage in classic ship-to-ship combat for awhile, and then have both ships go down. Later, they'll wake up on a beach somewhere, not knowing where they are. They'll have to find other survivors and take out the remaining Therans.

After this they will stumble across their Captain, who is dying. He entrusts them with his logbook, which contains something of great importance to the Kaer. He tells them they must make it back to their Kaer and inform them that it's safe, and give the Kaer Elders the logbook.

After this, they will embark upon the classic overland quest, encountering many villages, towns, friend, and enemies along the way to their destination.

Feedback?

Title: **Re: Ideas for First Game**
Post by: arma on **June 11, 2007, 20:21**

I wouldn't start with ship combat and regular combat at the same time (normally, both run parallel). You can simply circumvent this by having a training session in the kaer, or by familiarizing with combat "out of game". ED takes a bit of getting accustomed to it, or else it will take a while (though I guess it will be faster if you know SR and shifting dice/difficulty).

General advice:
Do not use airships too much in the early game. Fine to use it in an adventure like this, but don't get dependent on them for everyday travel. You'll rob yourself or the possibility to include lots of encounters for low-circled characters. Even if you plan lots of oveland travel, wait with using airships as a travel method regularly until they are 6th or so circle. Also, loosing a ship hurts, even the therans (they have not even two dozen in Barsaive if you want to go with the official numbers). You might want to use that later on, the Therans coming back to find whoever did it.

Title: **Re: Ideas for First Game**
Post by: **Dammi** on **June 11, 2007, 20:27**

Hiya!

Quote from: Legion on June 11, 2007, 19:32

> My plan is to have them start out in a Kaer so they won't be responsible for knowing everything about the world.

Without catering to the airship idea, you could give Ardanyan's Revenge (http://**earthdawn**.com/index.php?categoryid=12&p2014_articleid=1) a try, as it covers the starting-the-campaign-in-a-kaer-idea. Well, I could see it working with airships if you modify the background and location accordingly.

Best,

Dammi

Title: **Re: Ideas for First Game**
Post by: **Wuschwusul** on **June 11, 2007, 23:04**

Ardanyans Revenge is indeed a very good choice to introduce a Group in the World of **Earthdawn**.
By the Way, the greatest Swordmaster of Barsaive, Wuschwusul T`skroda, Leader of the Starblades, has a Guest Part in this Book. This alone makes the Book a "Must Have". ;D

Title: **Re: Ideas for First Game**
Post by: **Dammi** on **June 12, 2007, 04:43**

Hiya!

You see, people are biased *and* megalomanic around here... :)

Best,

Dammi

Title: **Re: Ideas for First Game**
Post by: **General Ashnak** on **June 12, 2007, 05:03**

Quote from: Legion on June 11, 2007, 19:32

> Hello!
>
> I'm going to be running my first ever **Earthdawn** game with a bunch of friends later this summer. No one has ever played **Earthdawn** before, but we found out about it because we're all hardcore Shadowrun fans. Anyway, moving on.
>
> My plan is to have them start out in a Kaer so they won't be responsible for knowing everything about the world. I'm going to have them be chosen for a scouting mission aboard an airship, which will be attacked by a lone Theran ship. I want them to engage in classic ship-to-ship combat for awhile, and then have both ships go down. Later, they'll wake up on a beach somewhere, not knowing where they are. They'll have to find other survivors and take out the remaining Therans.
>
> After this they will stumble across their Captain, who is dying. He entrusts them with his logbook, which contains something of great importance to the Kaer. He tells them they must make it back to their Kaer and inform them that it's safe, and give the Kaer Elders the logbook.
>
> After this, they will embark upon the classic overland quest, encountering many villages, towns, friend, and enemies along the way to their destination.
>
> Feedback?

I see no issues with anything you have thought about, but I would also like to voice the opinion that the loss of an airship is going to hurt, not just the Therans but the kaer too. Make sure the implications of its loss impact heavily on the characters, though the salavage potential for the kaer is large. Thera *will* investigate the loss so this could be

very bad news for the kaer.

With the use of airship travel: I see no problems with it being used at anypoint in the campaign - the most important thing to do is make it expensive! Airships are not just passenger ships, in fact neither are T'skrang riverboats - it is always a side venture and has to be worth it to the captain of the vessel.

Title: **Re: Ideas for First Game**
Post by: **Horseboy** on **June 14, 2007, 04:40**

Neat Idea. Personally I'd just do the ship-to-ship combat in more of an opening cutscene style. That way the players don't have to learn two combat styles at the very beginning.

Also, you may want to look at the module "Terror in the Skies" for some ideas on low level ship-to-ship combat.

Title: **Re: Ideas for First Game**
Post by: **Cutlass** on **June 14, 2007, 08:40**

Personally I don't see problems using ship-to-ship combat in yuor first game, just simplify it a bit.
You know that both ships will go down so there's no need to go into detailed ship to ship combat and pursuit.
My advice is: do a round or two pursuit, have the agressor ship grapple and board the other and then set both ships ablaze.
In this way you'll get the basics of ship combat and then move on to regular combat so your PCs won't have to soak up too much rules.
I'm also with the General. Have Therans investigate their loss of their airship. Your PC's will have to keep these investigators at bay which makes for great reocurring villains.

Title: **Re: Ideas for First Game (plus mine and feedback wanted)**
Post by: **RandalThor66** on **June 15, 2007, 03:30**

Quote from: Legion on June 11, 2007, 19:32

> Hello!
>
> I'm going to be running my first ever **Earthdawn** game with a bunch of friends later this summer. No one has ever played **Earthdawn** before, but we found out about it because we're all hardcore Shadowrun fans. Anyway, moving on.

I am playing in Shadowrun game right now and planning on running **Earthdawn** when that game goes on break. *Weird*.

Quote from: Legion on June 11, 2007, 19:32

> My plan is to have them start out in a Kaer so they won't be responsible for knowing everything about the world.

OK, I too was planning on starting them out in a Kaer still, *double weird*....

so they do not need to know the setting greatly (though one guy does - he has near photographic memory of stuff he reads and he has read most of the **Earthdawn** stuff).

In fact, I was going to have them go from First Circle to about Third or even Fourth Circle before they finally leave the Kaer. This is to mostly to get them familiarized with the rules before getting into the meat of the campaign.

My idea so far: (Much of this information will not be known by the PCs, but will come out during the campaign, if they are at all successful.)

The Kaer was put together with the help (insistance?!?!) of the Great Dragon Mountainshadow for a few reasons - not the least of which is that it's egg resides in an inner sanctum within the kaer and is to be protected by the inhabitants. Morningshadow

does not reside with the rest of the kaers inhabitants which is why only the High Council knows of his involvement as well as the hidden egg.

It is a large kaer - though not nearly as large as Throal - with numerous chambers. A few of the chambers are the normal living spaces, with others being used as storage or emergency hideouts incase a Horror ever broke through the seals. That never happened, though one did infiltrate the kaer before it was sealed and caused a bit of havoc before finally being destroyed. The last few are used as training grounds for the kaers Adepts. Morningshadow made sure that there were a disproportionate number of Adepts in those he let in kaer, so roughly 1 in 6 individuals are Adepts, with another 2 or 3 of those 6 using half-magic.

The PCs first adventure will revolve around going into the 'training caverns' to retrieve a particular item. There will be a few obstacles, such as traps and a creature or two (which will actually be illusions created by one of the kaers more powerful illusionist). This little adventure is pretty easy to do, but I am looking for some ideas for things for them to do in the kaer prior to leaving so they can be at least Third Circle. One thing I am thinking about is they find something unusual in the training cave that their instructors can't help them with (or won't) so they investigate and eventually uncover the whole dragon-thing (this would NOT be a combat-oriented scenario, at all). During the course of that adventure (that they may have been put on by their instructors on purpose) they should gain enough Legend Points to reach Third Circle. Then they would be powerful enough in the eyes of the High Council to venture forth from the kaer and see if it is safe for the people to come out (which of course it is as Throal and many others have been open for many years, by now - and Mountainshadow has also been out and about).

Any ideas would be appreciated.

Rand

Title: **Re: Ideas for First Game**
Post by: **Horseboy** on **June 15, 2007, 06:12**

Well, option one, the egg(s) have hatched during the Scourge, they've since become wyverns and are tearing up jack. Useable only with a good party.

Option 2, in an Harry Seldon style occurance the players wander into an area that at one time was often used, but has since fallen into disuse. A programed illusion of Mountainshadow appears and offers advice on how to open the Main Gates. The "keys" are items that have dissapeared (prehaps hidden by the horrors before it's sealed) and are things to be found, recovered and discovered. The very fact that it's them that recover the keys proves the worth of the party.

:my2cents:

Title: **Re: Ideas for First Game**
Post by: arma on **June 15, 2007, 08:35**

It's not too unlikely to get from SR to ED, and not too unlikely to start in a Kaer. In fact, lots of people do so.

Randal, although you likely have your campaign pretty much laid out, you might be interested in the following thread on edpt.org, it is somewhat related, but not completely:
http://www.edpt.org/index.php?name=PNphpBB2&file=viewtopic&t=1021
Also, you might want to look at the Rites of Protection free download found here (though dragons sure handle things differently), Ardanyan's Revenge, and if you read german there's a nice fanproject that dealt with life in kaers (might be that it is translated somewhere this year).

Title: **Re: Ideas for First Game**
Post by: **Mataxes** on **June 15, 2007, 17:39**

> Quote from: Horseboy on June 15, 2007, 06:12
> Well, option one, the egg(s) have hatched during the Scourge, they've since become wyverns and are tearing up jack.

Wyverns are not dragons! Please cease that slanderous line of speculation!

cough

Sorry... was channeling Vasdenjas for a moment there.

;D

Title: **Re: Ideas for First Game**
Post by: **RandalThor66** on **June 15, 2007, 18:11**

> Quote from: arma on June 15, 2007, 08:35
> It's not too unlikely to get from SR to ED, and not too unlikely to start in a Kaer. In fact, lots of people do so.
>
> Randal, although you likely have your campaign pretty much laid out, you might be interested in the following thread on edpt.org, it is somewhat related, but not completely:
> http://www.edpt.org/index.php?name=PNphpBB2&file=viewtopic&t=1021
> Also, you might want to look at the Rites of Protection free download found here (though dragons sure handle things differently), Ardanyan's Revenge, and if you read german there's a nice fanproject that dealt with life in kaers (might be that it is translated somewhere this year).

I, too, wish I read (and spoke) German as I was there year ago on vacation - loved it. Have been trying to see about moving there a bit actually. Also, saw the German version of the Germany Sourcebook for SR - its as big as the main book. Almost picked it up even though I can't read it.

All good ideas, thanks Arma & Horseboy. I am really just at the beginning stages of campaign development so all ideas are welcome.

Rand

Title: **Re: Ideas for First Game**
Post by: **sk8bcn** on **June 15, 2007, 18:17**

Aardanyan's revenge is really a great campaign. IMO, to start in a kaer, there's the best choice, but don't even explain how is the outworld. I mean it's better if they don't suspect the world outside

Title: **Re: Ideas for First Game**
Post by: **griton** on **June 18, 2007, 17:21**

Well, after reaching second circle, they should have a pretty firm grasp on the rules including raising talents, attributes, and everything that's needed for circle advancement; third circle isn't wholly necessary. Also, 2nd circle is the start of the Journeyman level. Granted, it's your game, so if you feel 3rd Circle is necessary, go for it.

Title: **Re: Ideas for First Game**
Post by: **Anunnaki** on **June 20, 2007, 02:12**

Hiya,

> Quote from: griton on June 18, 2007, 17:21
> Also, 2nd circle is the start of the Journeyman level.

Clarification/correction, if I may (Ref: **Training for Circle Advancement**, p. 61,

Player's Compendium):

Initiate = First Circle
Novice = Second through Fourth Circles
Journeyman = Fifth through Eighth Circles
Warden = Ninth through Twelfth Circles
Master = Thirteenth through Fifteenth Circles

Take kaer, JAMES

Title: **Re: Ideas for First Game**
Post by: **griton** on **June 20, 2007, 17:46**

Ah, thanks James. I totally forgot about "Initiate"

Title: **Re: Ideas for First Game**
Post by: **Roax Barrelfist** on **August 27, 2009, 19:59**

my fist one was called the Search for wisdom but per my GM it has changed names is now the tome of king Runvir

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=8380.0. It is a snapshot of the page as it appeared on Nov 30, 2011 23:43:00 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by drucifer earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: Telarus on November 09, 2011, 15:46

Title: **Informal Poll - Starting Character Equipment**
Post by: **Telarus** on **November 09, 2011, 15:46**

I'm coding the starting inventory in my framework and have run a cross a question.

Which of the starting equipment Items would you re-size for the off-size races: Windlings, Obsidiman, Trolls?

The Dagger? - All

The Backpack? -Windling Only? (Backpack is normally Capacity 50, what's the Capacity for a Windling Backpack?... I'm temped to mutliply by 0.2 as Weight, but that only leave a Capacity of 10)....

Others? - ?

What do you all think?

Title: **Re: Informal Poll - Starting Character Equipment**
Post by: Drucifer on **November 09, 2011, 15:56**

Because of the wings I find a back pack to be an unacceptable option for windlings. I generally allow a sling sack. Your capacity of 10 sounds about right to me. In a windling world that would be a lot.

I am also of the opinion that races always produce a version of standard equipment usable for their race. For example a Troll Backpack is larger, heavier and carries more weight. I have a table built around this idea for players that choose the “in reality” arguments.

Title: **Re: Informal Poll - Starting Character Equipment**
Post by: **Telarus** on **November 09, 2011, 16:09**

Ok, cool, we'll see if that leaves the Windling overwieght once I click the "update Character Sheet Weight" button >:D

So:
-the dagger
-all the clothes
-the backpack
-the bedroll
-artisan tools
-grimoire(if caster)

all need resized.

Would:
-large sack -> small sack (capacity 10)
be a good conversion?

I'm having the torch, flint&steel and rations be stored in the sack upon character creation and that's 2.5/10 lbs. (normally 2.5/30)

Title: **Re: Informal Poll - Starting Character Equipment**
Post by: Drucifer on **November 09, 2011, 18:40**

I have file for that resizing if you would like to use it.

Title: **Re: Informal Poll - Starting Character Equipment**
Post by: **treorai** on **November 09, 2011, 19:56**

Quote from: Telarus on November 09, 2011, 16:09

> I'm having the torch, flint&steel and rations be stored in the sack upon character creation and that's 2.5/10 lbs. (normally 2.5/30)

Actually, it would be 0.5 of 10. Because a Windling needs less food, the torch has to be smaller for the Windling to hold it, and the flint and steel will need to be scaled down to their tiny hands for them to use it.

Title: **Re: Informal Poll - Starting Character Equipment**
Post by: **Telarus** on **November 09, 2011, 23:00**

Thanks, I think I will. I think I'll leave the rations and waterskin alone, tho. I assume they require as much food/water as other namegivers.. anyone run into anything different in the books?

*Edit. Went with a half-sized waterskin.

Quote from: Drucifer on November 09, 2011, 18:40

> I have file for that resizing if you would like to use it.

I'm going thro the starting equipment pretty quick, but thanks Dru, I think that will be very useful in a few weeks when I'm coding up a bunch of Item Templates.

Title: **Re: Informal Poll - Starting Character Equipment**
Post by: **thezombiekat** on **November 10, 2011, 00:14**

Quote from: treorai on November 09, 2011, 19:56

> Quote from: Telarus on November 09, 2011, 16:09
>
> > I'm having the torch, flint&steel and rations be stored in the sack upon character creation and that's 2.5/10 lbs. (normally 2.5/30)
>
> Actually, it would be 0.5 of 10. Because a Windling needs less food, the torch has to be smaller for the Windling to hold it, and the flint and steel will need to be scaled down to their tiny hands for them to use it.

I assumed windling rations and water skins are reduced, otherwise there going to have trouble carrying a weeks rations, and fitting in there stomach. Give it the same reduction as the rest of their gear (clothes, weapons) also note that windlings pay half for meals in ed3 players guide page 247,

Even the 20% weight means they eat a greater portion of there body weight every day than larger races. Presumably due to the high metabolism required for flight.

Title: **Re: Informal Poll - Starting Character Equipment**
Post by: **Telarus** on **November 10, 2011, 00:18**

Cool, I'm going with half. Mostly because I can see a Windling eating more than a single regular sized ration a week (a week is 5 days in ed).

Title: **Re: Informal Poll - Starting Character Equipment**
Post by: **arma** on **November 10, 2011, 01:56**

> Quote from: Telarus on November 10, 2011, 00:18
> Cool, I'm going with half. Mostly because I can see a Windling eating more than a single regular sized ration a week (a week is 5 days in ed).

Without trying to break this into individual quotes:
- half price in a tavern doesn't mean ayou eat half a meal. You pay for the cooking, the cleaning of the plate, the service, the fire in the oven, the light of the candles, and a myriad of other things that are completely independent from how much you eat. Also, people know that windlings eat less, even though they are paid the same.
- Don't walk into the hobbit-trope-trap ;D
- If you're a Theran maybe... ^ ^

Title: **Re: Informal Poll - Starting Character Equipment**
Post by: **Telarus** on **November 10, 2011, 03:19**

So, arma, you recommend I go with 20% on weight for windling sized rations and waterskins?

I've got it all structured, so I'd just have to change two numbers in my code.. if you think that's more realistic. The Windling backpack is a bit full, and most of it is rations...

Title: **Re: Informal Poll - Starting Character Equipment**
Post by: **arma** on **November 10, 2011, 04:53**

I'd go with 20% for everything mundane, if only for simplicity.
That said, I'm not keeping up with such things in any game. ^ ^

Title: **Re: Informal Poll - Starting Character Equipment**
Post by: **thezombiekat** on **November 10, 2011, 07:39**

Decided to do some maths
How much do different races eat
Dwarf 120lb/8lb = 6.6% of bodyweight per week
Elf 150 lb/8lb = 5.3% of bodyweight per week
Obsidemen 900lb/10lb = 1.1% of bodyweight per week
Human 150lb /8 lb = 5.3% of bodyweight per week
Ork 225 lb /8l = 3.5% of bodyweight per week
Tescrang 200 lb/8lb=4% of body weight per week
Trole 500 lb/10lb = 2% of bodyweight per week
Windling 13 lb/8 lb =61.5%% of body weight per week.
Windling 13 lb/4 lb =30.7%% of body weight per week.
Windling 13 lb/1.6 lb =12.3% of body weight per week.

* based on ed2 race weights and ed3 gear weights because I couldn't be bothered flipping back and forth.

Note that even with the 20% ration weights windlings eat nearly twice as much as anybody else for their body size.

Title: **Re: Informal Poll - Starting Character Equipment**
Post by: **treorai** on **November 10, 2011, 09:18**

> Quote from: thezombiekat on November 10, 2011, 07:39
>
> > Note that even with the 20% ration weights windlings eat nearly twice as much as anybody else for their body size.

Which makes sense from a realism standpoint, as flying animals do typically eat much more than similarly sized earthbound creatures.

Title: **Re: Informal Poll - Starting Character Equipment**
Post by: **thezombiekat** on **November 10, 2011, 14:48**

> Quote from: treorai on November 10, 2011, 09:18
>
> > Quote from: thezombiekat on November 10, 2011, 07:39
> >
> > > Note that even with the 20% ration weights windlings eat nearly twice as much as anybody else for their body size.
> >
> > Which makes sense from a realism standpoint, as flying animals do typically eat much more than similarly sized earthbound creatures.
>
> Exactly my thinking, but the 5 to 10 times that the other options resulted in is a bit much.

Title: **Re: Informal Poll - Starting Character Equipment**
Post by: **treorai** on **November 10, 2011, 19:59**

> Quote from: thezombiekat on November 10, 2011, 14:48
>
> > Quote from: treorai on November 10, 2011, 09:18
> >
> > > Quote from: thezombiekat on November 10, 2011, 07:39
> > >
> > > > Note that even with the 20% ration weights windlings eat nearly twice as much as anybody else for their body size.
> > >
> > > Thus why I recommended the 20% rather than half.
> > > Which makes sense from a realism standpoint, as flying animals do typically eat much more than similarly sized earthbound creatures.
> >
> > Exactly my thinking, but the 5 to 10 times that the other options resulted in is a bit much.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=6735.0. It is a snapshot of the page as it appeared on Dec 1, 2011 01:13:34 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: vitus979 on November 19, 2009, 23:38

Title: **Invae Pod People**
Post by: **vitus979** on **November 19, 2009, 23:38**

I've been running an Invae adventure lately and at the end of the last session one of my players asked me a question.

"Is there any way to heal Invae Pod People?"

In order to increase their numbers Invae will kidnap and knock people unconscious. They then wrap them in a cocoon-like pod and while inside an Invae spirit merges with the person inside the pod. After about a week the new "Flesh Form" Invae breaks out with the spirit in possession of the body. It's never quite explained what happens to the original person's spirit.

Now in Shadowrun this is a process that can not be cured. IMO it's mostly because magic is so new and people don't know much about reversing the process or even magical healing in general. Such is not the case in **Earthdawn**. Not only are there classes which know quite a bit about summoning critters, not only are there magical healing traditions, but the Invae are not a new problem in **Earthdawn**, having arrived before the Scourge in a time in Earthdawn's history known as the "Burning Time".

So what's everybody's opinion? It's good that my player asked at the end of the session so I'll have time to think about it rather than making a snap decision. I'm leaning towards allowing it with a lengthy magical solution, but I'm not set on that if somebody has good ideas either pro or con.

Title: **Re: Invae Pod People**
Post by: **Faelan** on **November 20, 2009, 00:06**

Well I would say that if you can get to them before the merge is complete, it disrupts the ritual. The invae fails to take over body and expel the spirit. Now how do you get an expelled spirit to take back its body from the invader? That sounds like a whole extended campaign arc to me. :)

I will write up some stuff over the weekend and get back to you. I just might have have some fun with bugs in the not too distant future.

Title: **Re: Invae Pod People**
Post by: **Flowswithdrek** on **November 20, 2009, 00:14**

Well I would certainly allow a player to try and banish the invae sprit as per the rules. I would play it as kind of exorcism allowing the original spirit to return to the body. However I would rule only the strongest willed spirit would be able to cope with the physical changes to the body, and perhaps go insane over a short period of time. I would only allow the actual body to be restored by a truly legendary feat of magic. :my2cents:

Title: **Re: Invae Pod People**
Post by: arma on **November 20, 2009, 00:40**

Some high-circle Nethermancer spells (Alter Life etc.) and Garlen questors are pretty much a wildcard.
It's not necessarily written down to the letter, but neither is transforming people into invae. ;)
So that's where I'd start.
If it's part of an extended campaign, there might be some artifacts from the Invae burnings...

Title: **Re: Invae Pod People**
Post by: **vitus979** on **November 22, 2009, 06:22**

Quote from: arma on November 20, 2009, 00:40

> Some high-circle Nethermancer spells (Alter Life etc.) and Garlen questors are pretty much a wildcard.

Potentially there's also Journey to Life and the Butterspider Box, each with their own drawbacks as well. I don't know how the Illusionist spell that re-Names people might work in this situation though.

Title: **Re: Invae Pod People**
Post by: **Crusader** on **November 23, 2009, 11:48**

Maybe a spellcaster adept like the Nethermancer or Wizard can design his own spell variation on Journey to life to restore people's souls to their original state while at the same time expelling the invae spirit. It does away with the need to resurrect the body, which makes it slightly easier. Since the body also changes during the stay in the coccoon something will need to be done about that as well. But I see this as a seperate process where I see as a task for Nethermancy (Alter Life) or powerful Garlen questors. Either way, it's a powerful feat to accomplish and I think it's kind of reserved for (Great) Dragons and Master level adepts.

Title: **Re: Invae Pod People**
Post by: arma on **November 23, 2009, 12:16**

While I agree that the default Journey to Life probably shouldn't cover it, I don't think some specialized version of it should be limited to Master adepts, dragons, or whatever. If you make an ability more specialized, it becomes easier to use.

(And frankly, we ED people jump on the "but that's out of the characters' league" train far too often.)

Title: **Re: Invae Pod People**
Post by: **Crusader** on **November 23, 2009, 13:58**

Easier because it's more specialised? I don't think so. If anything, in this case it becomes harder because you're trying to keep the body alive while doing all this.

Title: **Re: Invae Pod People**
Post by: arma on **November 23, 2009, 14:17**

Quote from: Crusader on November 23, 2009, 13:58

> Easier because it's more specialised? I don't think so. If anything, in this case it becomes harder because you're trying to keep the body alive while doing all this.

So if Mind Dagger could only target orks, it would have to be a Second Circle spell

because you can only target orks?

Title: **Re: Invae Pod People**
Post by: **Faelan** on **November 23, 2009, 14:55**

> Quote from: arma on November 23, 2009, 14:17
> > Quote from: Crusader on November 23, 2009, 13:58
> > > Easier because it's more specialised? I don't think so. If anything, in this case it becomes harder because you're trying to keep the body alive while doing all this.
> >
> > So if Mind Dagger could only target orks, it would have to be a Second Circle spell because you can only target orks?

I think Crusader is coming to this from a completely different angle. One I actually agree with. Journey to Life is for all intensive purposes a full blown bring the dead back to life spell. The Invae infestation of a body is not just a straight possession, it actually transforms the body of the victim completely taking over their pattern and expelling their spirit. For a spell solution which is a specialized spell in a sense "Kick Invae Out I Want My Body Back, and I Don't Want to Look Like a Humanoid Roach", it is in fact adding steps to the process. Journey to Life essentially summons the spirit back to the body, and energizes the pattern. The spell in question would need to do everything Journey to Life does **AND** restore the pattern to its untainted form. Since it adds to what the spell does it should logically be harder. It is completely different form the Mind Dagger example you made, which I agree would be a silly proposition.

Title: **Re: Invae Pod People**
Post by: **Slimcreeper** on **November 23, 2009, 15:10**

I bet you could find something in a grimoire lost during the original Invae burnings, deep in a cave complex populated with insect-themed monsters and horrors.

Title: **Re: Invae Pod People**
Post by: arma on **November 23, 2009, 15:13**

If you specialize, you don't only add, you also take away.
"kick spirit out" is an additional effect, "change back to human" another (but that may occur anyway, as the change is brought on by the invae, which goes away...)
But "only target pod people" introduces another, if not several, additional requirements, limitations, or reduces the spell's effects (limit target, no use for 500-year spell timeframe = dropping a spell effect, target actually still alive = dropping physical revival spell effect).
So given that, I don't think you'd have to kick the Spell Circle up by 3, given that the effects that are no longer necessary are what Alter Life is all about (reviving a target that is dead a long time without the risky recovery Tests).

And that is only if the spirit is actually out of the body (see OP). If it isn't, the spell isn't the best to base a more specialized version on, because the primary effects don't match. If the spirit is till there, something with a banishment angle is better suited.

Title: **Re: Invae Pod People**
Post by: **Crusader** on **November 24, 2009, 11:43**

I'd continue on your mind dagger example.

Let's call it "ork poker" If a normal mind dagger does wil+2 damage and is a circle 1 spell with 0 threads, a specialised version becomes a precision tool. I'd say it does Wil+3 or +4 damage, but only works against orks. Other things remain the same.

But that's plain, simple damage spell.

Now we're looking at what "invae banish" should do. I am not gonna repeat Faelan, with whom I agree. Only to add that the "only targets invae cocoon people" doesn't even begin to cancel out the added steps of "banish spirit" and "reverse damage to body/pattern". In fact, I think it's rather insignificant compared to those. In my opinion, Invae banish would be a circle 11 or 12 spell with many (5-7) threads that each take an hour to weave.

Title: **Re: Invae Pod People**
Post by: **Rathe** on **November 24, 2009, 16:41**

As a bit of a caution, just be careful of assigning a level of difficulty to a action like "invae banish" that becomes too abstract as compared to other alternatives. Otherwise, instead of bothering to banish it you'll end up with your players cutting the possessed things throat. After all, dead invae = spirit banished, they'll also have a much easier time restoring the patern of an inanimate corpse followed by the standard Journey to Life spell.

Just saying don't bury a cool idea under too many rules so they take the "easy way" out.

Title: **Re: Invae Pod People**
Post by: **Citizen Joe** on **November 24, 2009, 19:21**

Given the difficulty and long term needed to incubate someone to full invae, I think it would be a woeful injustice to undo that with a simple spell. It would be the equivalent of an NPC casting a "Undo Last Year of work" on the PC's.

Title: **Re: Invae Pod People**
Post by: **Slimcreeper** on **November 24, 2009, 22:05**

I'm in the difficult camp too, but I think it would be a cool adventure that the PC's should be encouraged to try. After all, if you cut the thing's throat, wouldn't you still be returning the dead character's spirit into a body that's been half-transformed into an Invae? Maybe you wouldn't be a possessed anymore, but you would still have a hard time fitting in at parties.

Title: **Re: Invae Pod People**
Post by: **Faelan** on **November 25, 2009, 19:30**

Quote from: arma on November 23, 2009, 15:13

> If you specialize, you don't only add, you also take away.
> "kick spirit out" is an additional effect, "change back to human" another (but that may occur anyway, as the change is brought on by the invae, which goes away...)

I guess the Shadowrun influence is showing for me. The invae or insect spirits were notoriously difficult to eliminate, and once someone was changed that was it. The hosts spirit was destroyed in the process not simply displaced. Appropriate for the setting and certainly appropriate for the ED setting.

Quote

> But "only target pod people" introduces another, if not several, additional requirements, limitations, or reduces the spell's effects (limit target, no use for 500-year spell timeframe = dropping a spell effect, target actually still alive = dropping physical revival spell effect).
> So given that, I don't think you'd have to kick the Spell Circle up by 3, given that the effects that are no longer necessary are what Alter Life is all about (reviving a target that is dead a long time without the risky recovery Tests).

As far as the baseline assumption goes getting to someone before the invae takes over is the only way to save them, however some options might be available if the hosts spirit is not destroyed. Also Alter Life is about modifying someone or creating an enhanced cadaver man not actually bringing the dead back to life, but bringing them back to the semblance of life. Deceased loved one returned as undead horror did not seem to be the

driving goal.

Quote

> And that is only if the spirit is actually out of the body (see OP). If it isn't, the spell isn't the best to base a more specialized version on, because the primary effects don't match. If the spirit is till there, something with a banishment angle is better suited.

The whole thing is that as long as they are in the cocoon the process continues, remove them and they don't revert the invae has a toehold. If the process is complete the invae has full possession of the body. Regardless ejecting the invae will be necessary unless the individual is terminated. If we are dealing with a recently deceased invae host, the body still needs to be transformed back to its original form, and the spirit of the namegiver needs to be called back to the body if that is even possible at all. I don't think we are doing this with any one spell, and the process is almost definitely going to require ritual ingredients (items important to the host) to even have a chance.

Title: **Re: Invae Pod People**
Post by: **etherial** on **November 26, 2009, 18:31**

I ran a similar plotline using Jehuthra conversion. Basically, I decided that once out of the cocoon, the physical process started, but the spiritual damage was hard to deal with. The Nethermancer NPCs who are currently trying to help the one survivor are trying stabilize his pattern enough to determine whether he's still enough of a Namegiver to let him live.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=7565.0. It is a snapshot of the page as it appeared on Nov 19, 2011 14:22:47 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by drucifer earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: Drucifer on December 19, 2010, 09:46

Title: **Iron Age Copper Reveals Earth's Stronger, Faster Magnetic Field**
Post by: Drucifer on **December 19, 2010, 09:46**

Ok while it exactly **Earthdawn** related, it brings some thoughts of what the scourge and magic level might influence or be influenced by.

http://www.wired.com/wiredscience/2010/12/magnetic-copper-slag/ (http://www.wired.com/wiredscience/2010/12/magnetic-copper-slag/)

Perhaps the magnetic field of the world is very high during the fourth age...

Thanks

Dru

Title: **Re: Iron Age Copper Reveals Earth's Stronger, Faster Magnetic Field**
Post by: **Citizen Joe** on **December 19, 2010, 14:19**

The Earth's magnetic field flips polarity every 7 thousand years or so. It would be very easy to tie that to the changing of worlds, perhaps making the supposition that mana and magnetism are related. I.e. Strong magnetic fields act as a shield against the astral plane (this is literally true in the scientific sense, ie. Earth's magnetosphere protecting from radiation). So, right around the time of the flip, when the field is its most incoherent and thus weakest, cosmic rays can reach Earth granting people super powers and mutating them into strange beasts.

Title: **Re: Iron Age Copper Reveals Earth's Stronger, Faster Magnetic Field**
Post by: **The_Gun_Nut** on **December 19, 2010, 16:02**

Or let the cosmic horrors that lurk just outside to get in to devour our souls.

Title: **Re: Iron Age Copper Reveals Earth's Stronger, Faster Magnetic Field**
Post by: **Citizen Joe** on **December 19, 2010, 17:06**

> Quote from: The_Gun_Nut on December 19, 2010, 16:02
> Or let the cosmic horrors that lurk just outside to get in to devour our souls.

Nah, that's probably just brain tumors causing hallucinations... I've heard your claims of cosmic horrors and have dismissed them.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=7594.0. It is a snapshot of the page as it appeared on Nov 20, 2011 18:13:52 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by drucifer earthdawn forum** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: Warden-UK on January 02, 2011, 10:20

Title: **Know Your Place Human**
Post by: **Warden-UK** on **January 02, 2011, 10:20**

Taken from page 21, Player's Guide:

Humans
"*They are seldom the largest racial group in a community and are not as comfortable building and living in great nations as dwarfs are...A few all-human cultures with unique lifestyles exist, but they are comparatively small.*"

This took me by surprise, humans are not the most populous race in Barsaive?

Title: **Re: Know Your Place Human**
Post by: **Dammi** on **January 02, 2011, 10:48**

Nope, never were! :thumbsup: :)

Title: **Re: Know Your Place Human**
Post by: **Citizen Joe** on **January 02, 2011, 14:42**

I got the impression that Thera was largely human. Although, I think that in Thera, race is less important than power.

Title: **Re: Know Your Place Human**
Post by: **treorai** on **January 02, 2011, 17:41**

> Quote from: Citizen Joe on January 02, 2011, 14:42
> I got the impression that Thera was largely human. Although, I think that in Thera, race is less important than power.

I always got the impression that Thera was largely Elven, considering that the founder was an Elf and the Theran language is related to Sperethiel.

Title: **Re: Know Your Place Human**
Post by: **Quorlox** on **January 02, 2011, 21:57**

We've always played dwarves as the dominant race in Barsaive, although I don't know if there's an official census to support that.

We usually play Thera as being ruled by elves, but with a diverse racial make-up depending on which province you're in.

Title: **Re: Know Your Place Human**
Post by: Drucifer on **January 02, 2011, 22:38**

The most Human populated Groups are the City of Iopos, which is a human city, and the Dingani horse tribes.

If a racial group is viewed only slightly higher than orcs, it's humans.

Thanks
Dru

Title: **Re: Know Your Place Human**
Post by: **Quorlox** on **January 02, 2011, 23:54**

Quote from: Drucifer on January 02, 2011, 22:38

> If a racial group is viewed only slightly higher than orcs, it's humans.

Who is ranking the races? Elves?

Title: **Re: Know Your Place Human**
Post by: Drucifer on **January 03, 2011, 04:59**

Well, considering that Orks are the "down trodden". (Read Cara Fahd and you will see that they take their being the victim of every other race very seriously).

And the quote
Humans
Quote

> "They are seldom the largest racial group in a community and are not as comfortable building and living in great nations as dwarfs are...A few all-human cultures with unique lifestyles exist, but they are comparatively small."

Is from a dwarven point of view.

The elves of the blood wood look down on regular elves which in turn look down on everyone else...

Trolls look down on puny humans as weak prey.

And lets not to leave dragons out of the mix, because as far as they are concerned, all name givers are lower than them...

I'll blame the dragons.

Thanks
Dru

Title: **Re: Know Your Place Human**
Post by: **Quorlox** on **January 03, 2011, 09:23**

Quote from: Drucifer on January 03, 2011, 04:59

> Well, considering that Orks are the "down trodden". (Read Cara Fahd and you will see that they take their being the victim of every other race very seriously).

As your wrote, it's all a matter of POV.

Quote from: Drucifer on January 03, 2011, 04:59

> And lets not to leave dragons out of the mix, because as far as they are concerned, all name givers are lower than them...

As it should be. :)

Title: **Re: Know Your Place Human**
Post by: **Citizen Joe** on **January 03, 2011, 17:26**

> Quote from: treorai on January 02, 2011, 17:41
> > Quote from: Citizen Joe on January 02, 2011, 14:42
> > I got the impression that Thera was largely human. Although, I think that in Thera, race is less important than power.
>
> I always got the impression that Thera was largely Elven, considering that the founder was an Elf and the Theran language is related to Sperethiel.

There were a FEW elves that broke away from Wyrmwood to start up the monastery that would found Thera, but I believe that the shear reproductive capability of humans outnumbered the elves long before the Scourge and if not, during the 400 years of the Scourge, they would have supplanted the elves without their ability to restock their population. I suspect however that Therans aren't pure human or pure elf but rather some mixed blood. While Barsaive may come down on racial (even racist) lines, Thera is an equal opportunity oppressor.

Title: **Re: Know Your Place Human**
Post by: **Dead Monky** on **January 03, 2011, 21:27**

It's actually kind of refreshing to have a game where humans aren't the most numerous race.

Title: **Re: Know Your Place Human**
Post by: **Telarus** on **January 03, 2011, 22:24**

> Quote from: Dead Monky on January 03, 2011, 21:27
> It's actually kind of refreshing to have a game where humans aren't the most numerous race.

Yeah. Combined with the fact that Human Adepts are pretty Bad Ass via Versitility, and you have one of my favorite 'rpg Humans' ever.

Title: **Re: Know Your Place Human**
Post by: **Dead Monky** on **January 03, 2011, 22:27**

They are indeed badass. "I like that. Teach me!" I'm actually kind of surprised I've never played one. Especially given how often I play humans in other games. Odd. I think in the next round of characters we go through I may have to rectify that.

Title: **Re: Know Your Place Human**
Post by: **roosta** on **January 04, 2011, 14:18**

> Quote from: Drucifer on January 03, 2011, 04:59
> I'll blame the dragons.

I'll tell Icewing, I'm sure he will want to discuss it with you over a plate of your intestines...

Title: **Re: Know Your Place Human**
Post by: **Sethariel** on **January 05, 2011, 03:53**

Thera is multi-racial.

The most important people in Thera were of very different race.

Ellianar Messias was an elf (a dragonkin probably).

Jaron (the one from the history about Sphinx) was a dwarf.
General Nikar Carinci is a t'skrang (commander of Triumph).

Although the Houses in Thera are sometimes dominated by one or two races.

For instance the House Narlanth, connected with magic, is dominated by elves and humans. The House Zanjan, connected with military and mercenaries, is dominated by orcs and trolls. The House Carinci, connected with trade and airships is dominated by t'skrangs. The House Argenti is dominated by dwarfs

Title: **Re: Know Your Place Human**
Post by: **Dammi** on **January 05, 2011, 07:34**

Quote from: Sethariel on January 05, 2011, 03:53

> Thera is multi-racial.
>
> The most important people in Thera were of very different race.
>
> Ellianar Messias was an elf (a dragonkin probably).
> Jaron (the one from the history about Sphinx) was a dwarf.
> General Nikar Carinci is a t'skrang (commander of Triumph).

Also, the ruler of Thera, First Governor Kanidris, is an obsidiman.

Title: **Re: Know Your Place Human**
Post by: **Citizen Joe** on **January 05, 2011, 12:54**

Quote from: Sethariel on January 05, 2011, 03:53

> The House Carinci, connected with trade and airships is dominated by t'skrangs.

Bwuh? That is either a VERY small House or Barsaivian T'skrang are some sort of quaint backwards hicks squabbling over a small stretch of water like petty children. I was under the impression that the Serpent River was like the origin of the T'skrang and kind of vital to their survival.

Title: **Re: Know Your Place Human**
Post by: **The_Gun_Nut** on **January 05, 2011, 14:57**

For me it looks like local legends and histories try to explain the t'skrang's origins. I'm quite sure the Theran t'skrang have their own ideas.

Title: **Re: Know Your Place Human**
Post by: **Sethariel** on **January 05, 2011, 19:17**

The Theran Noble House Carinci are the Empire's foremost traders. According to the Theran Empire sourcebook of course (p. 9).

Title: **Re: Know Your Place Human**
Post by: **Cheops** on **January 05, 2011, 19:35**

Quote from: The_Gun_Nut on January 05, 2011, 14:57

> For me it looks like local legends and histories try to explain the t'skrang's origins. I'm quite sure the Theran t'skrang have their own ideas.

+1. Theran T'skrang are actually open to GM interpretation.

Even Barsaive itself has several different competing T'skrang cultures: The Aropagoi, the Noble Houses of Syrtis, the Henghyoke T'skrang, the Servos Tribes, the Pale Ones, and

the k'stuulami. They share similar cultural foundations but have become vastly different over time. Very far from homogenous.

Title: **Re: Know Your Place Human**
Post by: **Vraeden** on **January 19, 2011, 08:15**

Don't forget the K'Tenshin. Basically a Theran war academy in Barsaive.

Title: **Re: Know Your Place Human**
Post by: **Seb_Wiers** on **January 30, 2011, 19:16**

Is there any useful information on the "ancient human kingdom of Landis"? My impression is that it was a pretty major deal, but fell about long before the scourge. Or is it less "ancient" than that?

Title: **Re: Know Your Place Human**
Post by: **The_Gun_Nut** on **January 31, 2011, 15:37**

It fell during the Scourge, at roughly the same time as the old ork nation of Cara Fahd. The Cara Fahd sourcebook actually has some information regarding Landis (old enemies, it would seem).

Title: **Re: Know Your Place Human**
Post by: **Telarus** on **February 01, 2011, 03:38**

My atlas (http://www.redbrick-limited.com/cms/**forum**/index.php?topic=3845.0) has a good visual of how many major cities were lost in Landis during the Scourge.

It fell to the corruption of the early Horrors, as well as infestation from Invae. There's info scattered in the Cara Fhad book, Crystal Raiders of Barsaive (when they talk about the political alliances of the lost kingdom of Ustretch), as well as the Vivane/Skypoint material. One of the most prosperous Kingdoms, it was noted for it's large human population and powerful human Adepts (even before the scourge, humans were a minority).

I liken it to the human kingdoms of the early (NES and SNES) Final Fantasy games. Knights (Dragoons), Wizards and Swashbucklers, gold hungry goblins in the forests, fae folk under the hills making deals with lords in return for their daughters, classic fantasy castles on the hill.

I believe that the remnants of Landis culture can be found in Vivane (look at the non Theran quarters) and Jerris, although I don't remember a book citation for that so I may be just using intuition and geography.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=7953.0. It is a snapshot of the page as it appeared on Nov 21, 2011 13:12:13 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Players => Topic started by: piotrus on May 20, 2011, 08:33

Title: **Legend of how Vestrial trapped death - variants?**
Post by: **piotrus** on **May 20, 2011, 08:33**

I recently reread the legend of how Vestrial trapped Death, in 3rd Ed GM compendium, p. 68-69.

In the legend, Vestrial tricks the Death to go under the fire sea with a coin. But I thought I can recall a different variant, one in which Vestrial invented coffin, tricked death into testing it, and than she could not leave. But I cannot find that story anywhere; and the variant with the coin can be traced to 1st ed, E. Survival Guide.

I would have thought that my memory is playing a trick on me, but I found a discussion elsewhere on the web where the story is briefly told in a variant with the coffin.

Am I confusing ED legend with some other tale? Any ideas?

Title: **Re: Legend of how Vestrial trapped death - variants?**
Post by: arma on **May 20, 2011, 09:58**

That's from the (not officially published) "Legends 3".
You can find that on Allen Varney's website or from Drucifer's PDF collections (Tableau Infractus) which are posted here on the forums, I just can't find the thread collecting them all right now.

Title: **Re: Legend of how Vestrial trapped death - variants?**
Post by: **piotrus** on **May 20, 2011, 15:38**

Thanks, that what I was looking for. I prefer this version... but legends being what they are, it is perfectly natural for there to be versions.

Was Legends 3 a planned book in 1st ed?

Title: **Re: Legend of how Vestrial trapped death - variants?**
Post by: arma on **May 20, 2011, 16:06**

It was in some way the first attempt at a Legends book, but FASA wanted something different, and used only a fraction of what Varney and his co-writer had done in the official Legends 1. The title Legends 3 is more of a nickname the collection got in the ED community.

Title: **Re: Legend of how Vestrial trapped death - variants?**
Post by: **Drucifer** on **May 21, 2011, 02:15**

(http://i651.photobucket.com/albums/uu239/lord_drucifer/ArchiveCover.jpg)
(http://www.4shared.com/document/FP-edb8j/Earthdawn_Legends.html)

(http://i651.photobucket.com/albums/uu239/lord_drucifer/Cover6.jpg)
(http://www.4shared.com/document/JJRLRhFZ/Tableau_Infractus_6.html)

Here is a link to the **Earthdawn** Legends Archive and a link to Issue 6 of Tableau Infractus where Allen Varney discusses it in an interview.

My signature has a link to the full archive of PDFs that I have prepared and the issues of the fanzine. Plus a link to Facebook for the fanzine if you want to keep up on what is being produced.

Enjoy

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=7700.0. It is a snapshot of the page as it appeared on Nov 14, 2011 04:23:00 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by drucifer earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: banjo666 on February 13, 2011, 10:26

Title: **Liferock names and locations ?**
Post by: **banjo666** on **February 13, 2011, 10:26**

Is there anywhere a list of Liferock names and locations ?

Title: **Re: Liferock names and locations ?**
Post by: **The_Gun_Nut** on **February 13, 2011, 13:27**

Only ones I know of for certain are the Ayodhya liferock and the Nehem liferock in the Abyss of Aram Nehem. Neither of those are accessible at the moment (one is under the behomoth *Triumph* and the other is in a corrupted kaer flowing over with the Horror Ristul).

Title: **Re: Liferock names and locations ?**
Post by: **Dammi** on **February 13, 2011, 13:54**

One of our planned sourcebooks is the Barsaivian Yellow Pages, with complete contact details on all trading houses, tribes, liferocks, aropagoi, etc. ;D

Title: **Re: Liferock names and locations ?**
Post by: **Mordom** on **February 13, 2011, 14:55**

> Quote from: Dammi on February 13, 2011, 13:54
> One of our planned sourcebooks is the Barsaivian Yellow Pages, with complete contact details on all trading houses, tribes, liferocks, aropagoi, etc. ;D

That's what I've been missing all the time! :thumbsup:

@banjo666 I can only recommend the novel "Liferock" for detailed info about Liferocks and Obsidimen culture.

Title: **Re: Liferock names and locations ?**
Post by: **banjo666** on **February 13, 2011, 22:14**

The "Yellow Pages" would be a great source book ;D

Otherwise I happy to go my own way for the time being, I was just checking I was not reinventing the wheel ;)

Cheers, Chris

Title: **Re: Liferock names and locations ?**
Post by: **Dragonbreath** on **February 13, 2011, 23:00**

Quote from: Dammi on February 13, 2011, 13:54

> One of our planned sourcebooks is the Barsaivian Yellow Pages, with complete contact details on all trading houses, tribes, liferocks, aropagoi, etc. ;D

Thank you. That was great. You made my day.
Yellow pages would be great, though I won't trust them, since me and a friend realized that Twitter must be an instrument of the songbirds.

About Liferocks: There is one in the Twilight Peaks called the Blackheart Liferock (p.73 Crystal Raiders, 1st Edition) and a lost one somewhere in the Delaris mountains, studied by the nethermancers of the fellowship of night (p.56 - 61 Secret Societies, 1st Edition). Also of interest may be the Book of Exploration (Legends of **Earthdawn** Part 2, 1st Edition). There is a story of damned obsidimen in the dragon mountains and another about the chamber of ages located in the scol mountains. (This one I have only in german, so I cannot give a page reference for the original version)
After all I think that there could be in every mountain of Barsaive one or more Liferocks.

Title: **Re: Liferock names and locations ?**
Post by: Drucifer on **February 20, 2011, 00:52**

Don't foget the Garen Brotherhood life rock.

Title: **Re: Liferock names and locations ?**
Post by: **Dragonbreath** on **February 20, 2011, 14:23**

Where are those from?

I also remember that there are "mysterious" Obsidimen in House Syrtis, but can't remember their name.

Title: **Re: Liferock names and locations ?**
Post by: Drucifer on **February 24, 2011, 02:15**

Quote from: Dragonbreath on February 20, 2011, 14:23

> Where are those from?
>
> I also remember that there are "mysterious" Obsidimen in House Syrtis, but can't remember their name.

Garen Brotherhood is the group from the Liferock Book.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

You have reached the cached page for http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=7182.0

Below is a snapshot of the Web page as it appeared on **12/11/2011**. This is the version of the page that was used for ranking your search results. The page may have changed since it was last cached. To see what might have changed (without the highlights), go to the current page.

You searched for: site:redbrick-limited.com "**Post by: Arma**" **Earthdawn forum** We have highlighted matching words that appear in the page below.

Yahoo! is not responsible for the content of this page.

RedBrick LLC Forums

Earthdawn => For Players => Topic started by: Stentor3 on May 10, 2010, 22:18

Title: **Lightbearers**
Post by: **Stentor3** on **May 10, 2010, 22:18**

In our current campaign I have a Horror Stalker that has been initiated as a Lightbearer while we were still using ED2. Both the GM and I agree that the way it is currently written and runs is rather ridiculous and so we have been trying to come up a way to make it actually playable. We have come up with a few ideas and have tossed them around, but have not come to a consensus on how to convert it to fit into ED3 or to be less ridiculous in gerneral.

So my question is has anyone modified the Light Bearer Talent into something that is actually playable and not ridiculously overpowered?

Title: **Re: Lightbearers**
Post by: **Faelan** on **May 10, 2010, 22:58**

I completely agree the original talent was incredibly overpowered. I can't say I have come up with a real option though. The organization made sense, and because of the theory and fluff for it I have often considered treating it as a type of Group Pattern, except in this instance the threads woven to it would result in benefits only when fighting horrors or horror constructs. Unfortunately none of my players have sought to become a lightbearer.

Title: **Re: Lightbearers**
Post by: **vitus979** on **May 10, 2010, 23:29**

I run Lightbearers like Questor Powers, thus when you've destroyed a couple Horrors you get Devotion points like any other Questor. Otherwise I keep it like the 2e rules, including Steel Believer, but with altered rules for how the ally bonus works. Also, Edge of Light works on spell effect tests, but only on damaging spells against Horrors.

Since Lightbearers aren't spending LP to increase rank and actually have to

kill Horrors to increase the ability it's a little easier to work with.

Title: **Re: Lightbearers**
Post by: **EpicEDGM** on **May 11, 2010, 14:20**

Stentor3, I'm currently working on that. What my group and I came up with was to borrow the idea of Prestige/Hero classes from other games. As the Lightbearers wouldn't generally accept someone until they were 5th circle anyway, this seemed to make sense. We haven't worked out much of the rules yet, but as far as how we parsed out the abilities from the old Lightbearer talent, that much is done. You can find my in process draft on my Alternate **Earthdawn** Rules site. Basically all of the abilities became either their own talents or Discipline abilities or circle bonuses (that last refers only to the Karma Increase ability available at 13th-15th rank).

https://sites.google.com/site/alternateearthdawnrules/disciplines/lightbearer (https://sites.google.com/site/alternateearthdawnrules/disciplines/lightbearer)

Title: **Re: Lightbearers**
Post by: **arma** on **May 11, 2010, 14:43**

Huh. Making it basically a Discipline but then starting it at Fifth Circle seems a bit weird. I'd rather cap it at the top than remove the bottom. (Different maximum "circles" for these things actually fit the setting, we just have all Disciplines at 15 Circles because the Circle caps in ED1 (and ED2 IIRC) frustrated players who actually reached them.)

Just in case you hadn't considered that: If it was treated like a Discipline, you could just as well follow the typical rules for additional Disciplines, e.g. talent increases are more expensive. For a second Discipline, a C1 talent jumps to the cost of a C5 talent anyway. Or something like that. If you started at C5 because of the LP costs, multi-disciplining rules would cover that.

Personally, I find your solution a bit excessive (no offense intended).

Title: **Re: Lightbearers**
Post by: **EpicEDGM** on **May 11, 2010, 14:56**

None taken. I hadn't really looked to carefully at the multi-disciplining rules to be honest, I'll have to do that.

The reason for starting at 5th, was a way to represent that you needed to be at least 5th circle in another discipline first, in addition to the talent costs. The other reasons was that some of the abilities seemed to work great as talents, but others like the Karma Increase ability at 13th rank, Karma Transfer and the Incarnation abilties seemed were cool, but didn't seem to fit as talents with a variable rank.

Title: **Re: Lightbearers**
Post by: **Stentor3** on **May 11, 2010, 21:10**

We had talked at one point about making it into its' own discipline, but thought that that was a bit unnecessary especially with the fluff around it making it nothing like any of the other Disciplines out there. The Discipline talents that you gain with each Discipline have to be trained and learned, where as with the Lightbearer ability you innately get granted abilities through a direct connection to the Great Pattern.

Along the lines of the connection to the great pattern, we have also discussed what Faelan briefly mentioned which is basically making it into a "secondary" group pattern (as most adepts of this lvl will already have one) that with each thread you tie to the item you choose to emblazon with the Lightbearer sigil you would get a new Lightbearer ability. This is likely the route that we are going to take as it makes the most sense to use, being as you are theoretically drawing your abilities from the Great Pattern, so it would only be fitting that you should have some sort of a connection to it. This also makes the item that you emblazoned with the sigil more important that jsut and easy torch/light quartz.

As I mentioned though we are also looking at the overall power level of the abilities and which abilities tend to fit into the theme of the Lightbearer organization. Our thoughts are to entirely do away with the Healing abilities as they seem somewhat superfluous. What are people's thoughts on the abilities themselves as well. Do they all belong there, or were some just added in to add addition meat to an already powerful set of abilities.

Title: **Re: Lightbearers**
Post by: **EpicEDGM** on **May 11, 2010, 21:34**

On the original issue, it seemed that you thought it was rediculous, and I was reading that as being the same as Faelan thinking it was overpowered. If you kept most of the abilities and instead of making it a talent made abilities that came from a thread tied to the Great Pattern, that would make it cost a little more, as it would start at 300 lp instead of 200. But would you just say that a thread to the great pattern can have 15 ranks instead of 5? How would you get around that?

If you got rid of the healing abilities, that would definitely make it less powerful. I think you can also make a case for them not fitting with the concept of the organization. It seems more organized around getting rid of Horrors and collecting/preserving information about horrors. Not healing the damage done by them.

Title: **Re: Lightbearers**
Post by: **Stentor3** on **May 11, 2010, 21:57**

We had talked about making it a max rank of 10, since 15 would even be a stretch as nothing has that many ranks that I am aware of, and getting rid of

a few of the talents that we just did not think fit. This way as you pointed out you have to pay a little bit more for the abilities and in addition you would also have all the same restrictions that you would have with a normal pattern item (mainly proximity to the item to use the abilities). We hoped that this would help to decrease the power level slightly, but still leave the concept relatively in tact. Also we felt that we could justify being able to tie 10 ranks worth of threads to the item as it the Great Pattern that you are taping into as your power source. :-)

Title: **Re: Lightbearers**
Post by: **Citizen Joe** on **May 12, 2010, 03:11**

It could be a discipline that requires a ghost master initiation. That means you need a fifth circle talent before you can even get initiated. In this case, the ghost master probably has something to do with the Great Pattern.

Title: **Re: Lightbearers**
Post by: **vitus979** on **May 15, 2010, 20:23**

In my games Lightbearer powers work against Invae on the basis that while their powers are against Horrors, it's explained in the flavor text that Lightbearers are defenders against outsiders and Invae are just another variation of that.

Secondarily they work against Invae because A) I've got a Lightbearer in my game and B) Invae are the current villain in my campaign.

Title: **Re: Lightbearers**
Post by: **Stentor3** on **May 31, 2010, 23:16**

In trying to work this out....I had some more thoughts.

My thought is this, why not make the ritual and the sigil that you use as a sort of Pattern item. The ritual creates a pattern item that is able to tap into the great pattern and by tying threads to the pattern item you are able to utilize certain abilities that the great pattern grants to you. And since it is the great pattern perhaps you could say that it has 10 possible ranks and then have the abilities correspond accordingly. Also I have adjusted it slightly to try and make it something that everyone could utilize. Making it a pattern item would also mean that there would not need to be a base affect like a talent would need...it would also allow for the Lightbearers to grow in strength if ever needed (ie add another thread rank) as the Great Pattern would grant them more power to do it's will. Also the fact that it will cost a little more LP wise might act as a somewhat decent balance to some of the power level, although I think I was able to temper a few of the powers to make them a little more reasonable.

So thread
Rank 1 - Light Symbol: You can illuminate the the emblem of your oath(your Lightbearer Pattern item) that has been emblazoned with the symbol of the

Lightbearers at the cost of 1 Strain. The symbol glows for rank hours or until extinguished by the Lightbearer. The symbol glows like a bright torch. Action: No Strain: 1
Rank 2 - Shimmer - Allows the Lightbearer mask his appearance by bending and obscuring the light around his face which creates the look that the Lightbearer's face is shimmering. Perception Difficulty is Charisma plus thread rank. Action: No Strain 1/hr
Rank 3 - Light Sprite: Per the description in the LRG rules (Fluffy explanation....The Lightbearer summons forth part of Great Pattern do do his bidding. With this summoned form of the Great Pattern he can impart a message of no more than 50 words and send it to any other Lightbearer or Name giver whom he knows the True name of. This light sprite lasts rank days, until the sprite returns with either a response or with confirmation that the message was delivered or the light sprite expires. Action; Yes Strain: 1
Rank 4 - Steel Believer: The Lightbearer kneels down and vocally attempts to focus a group on the task at hand as his Lightbearer insignia glows brightly with the light of the Great Pattern. This ability will only affect those that can see the Lightbearer as the light aura that engulfs him inspires those that see it. The effect will only last for rank hours but grants those loyal or friendly to the Lightbearer +1 steps to any talent used against a horror or horror constructs. This ability may only be used once per day and uses one of the Lightbearer's recover tests. Action: Yes Strain: No

Rank 5 - Edge of Light - The melee weapon or missile weapon that the Lightbearer is using begins to glow with the white light that often radiates from the Lightbearer's sigil. This light augments the damage that the weapon does against horror and horror constructs by the Lightbearer's thread rank. This ability must be declared prior to the attack test and cost the Lightbearer one strain. Action: No Strain: 1/damage test
Rank 6 - Refuse Horror - If the Lightbearer is assaulted by the Terror or Thought worm Horror power the light of the Great Pattern surges out of the Lightbearer's symbol bathing the Lightbearer in its' comforting light granting him the will to resist the horrors powers. The adept uses a Rank + Willpower test against the result of the Horrors attack test to determine if he was able to resist the horror's power. If the Lightbearer's test is higher then he has resisted the effects, if lower then he is affected by the horrors power. Action: No
Rank 7 - Blinding Light: With this ability the Lightbearer can keep his supporters from falling unconscious. The Lightbearer draws his inner light forward in a startling flash. If an Oath taker within line of sight of the Lightbearer reaches his Unconsciousness Rating he may use this talent to allow them to immediately take a recovery test. This ability costs 3 strain to use and can only be used twice per day and the Lightbearer has to get a full nights rest before he may replenish these two effects again. (This almost could have a secondary effect of stunning/blinding opponents that are in direct conflict with the Lightbearer for one round.....but that would be your call.....)(I am skipping the potential for this ability to act like a last chance salve) Action: No
Rank 8 - Armor of Light -The Lightbearer is bathed in a soft glow as the light of the Great Pattern coalesces over his body. This allows the Lightbearer to increase his physical and Mystic armor ratings by half rounded down of his

thread rank to the Great pattern. This power is only effective against Horrors, Horror Constructs or Horror Tainted individuals. If used against non Horror related beings the Armor of Light has no effect as the Great Pattern will not fight against it's own creations. Action: No Strain: 1/rounnd
Rank 9 - Avoid Horror Magic: The light of the Great Pattern once again engulfs the Lightbearer protecting shielding his mind from the Horrors spell assault. This ability allows the Lightbearer to avoid the affects of Horror attacks against their spell defense. This ability works the same as Steel Thought and costs 2 strain to use. If the adept has steel thought as a talent they gain a half rank rounded down bonus to their tests to avoid a horror's spells. Action: No Strain: 2
Rank 10 - Circle of Light spreads your glow around Lightbearer in a protective sphere that coalesces into a solid barrier, protecting those within a radius. Exact effects TBD. Action: Yes Strain: 3 - 5

Title: **Re: Lightbearers**
Post by: **Stentor3** on **June 03, 2010, 17:42**

Prod.....so any thoughts on the above rework of the Lightbearer abilities....?
:)

Title: **Re: Lightbearers**
Post by: **EpicEDGM** on **June 04, 2010, 14:50**

I like the idea of making the item with the symbol from the initiation ritual into a pattern item, like a group pattern item.

However, when I first read what your idea I thought, wow, this sets a potentially dangerous precedent. My thoughts immediately ran to "what other abilities might be gained by weaving threads to a group pattern?" Since talents or abilities are not normally gained by weaving to a group pattern, why does it this time? What is so different about this group that allows this break with the mechanics.

While I was thinking about this however, there is a way to get around it, while still staying somewhat more within the existing mechanics. Suppose that during the ritual, either instead of, or in addition to becoming a group pattern item, it is also enchanted to become a thread item, and the abilities you listed above, or the original abilities or whatever, are the effects of weaving threads to the item. One could even make becoming a lightbearer a deed for weaving the first thread rank, in order to stop unscrupulous characters from simply stealing the item and treating it simply as a thread item.

Title: **Re: Lightbearers**
Post by: **Stentor3** on **June 04, 2010, 20:35**

To answer your first thought about the potential abuse of weaving to a "group pattern" had occurred to me as well and that is why I was trying to make it less a group pattern and more a pattern item of Lightbearers in general. In that manner of thinking then, if someone managed to get their hands on one

of these pattern items while the creator/bearer was still alive then they could use it against any Lightbearer in general. This way you also skip the potential problem of being connected to two group patterns, your own group and/or the Lightbearers.

As far as perhaps the ritual making it not only a pattern item for Lightbearers, but also a thread item, that idea does have merit and I do like the idea that the deed is to become a Lightbearer as well, but I think that that would limit one of the draw backs that I was trying to place on it being a pattern item, in that if it was lost or stolen that someone could use it against not only the bearer but other Lightbearers. I strongly believed that like a pledge coin that this would give the symbol even more meaning to the Lightbearer than just as a token of him being part of the organization.

Lastly I sort of understood that I was going outside of the game mechanics slightly to present it in this fashion, but I also thought I had some justification for it as Lightbearers believe that they tap their power from "The Great Pattern". Since no one really knows what it is or if it even exists, it would not necessarily follow the normal rules of the land.

I hope this ramble made some sort of sense.

Does anyone have any thoughts on the re-work of the abilities. We had also toyed with the idea of making similar abilities into knacks of a Lightbearer Talent, but could not come up with a decent base Talent ability that encompassed what the underlying theme of being a Lightbearer is in our estimation.

Title: **Re: Lightbearers**
Post by: **Stentor3** on **June 04, 2010, 22:20**

I like talking to myself so I thought I would post some more thoughts on my posted revision of Lightbearers. In discussing it with my GM we both agree that adding thread rank to the abilities effects is not in line with 3rd ed, so I offered up this list of revisions to further balance the power out...

Rank 1: 3 hours
Rank 2: Charisma + 5 perception diff
Rank 3: Last 3 days
Rank 4: The effect will last for 8 hours
Rank 5: +5 steps
Rank 6: Willpower + 5
Rank 7: N/A
Rank 8: +4 to Phys and Mystic Armor
Rank 9: Without Steel Though Talent it costs 2 strain and does Perception+6 with same effect as Steel Thought
With Steel Thought Talent it adds an additional Strain to the Talent therefore costing 2 strain and adds a + step bonus to the Steel thought test
Rank 10: We still need to figure out what we would want to do with this....I am leaning towards a Life Circle of One effect Personally

Title: **Re: Lightbearers**
Post by: **Faelan** on **June 04, 2010, 22:34**

It looks interesting, but the more I think about it the more I think the way it was done in 1st edition was just plain wrong. It was a smorgasbord of talent level abilities, for a talent that was not really a talent. Simply it was a mistake as written and designed. The group, or organization of the lightbearers was interesting however. I am still mulling this in my head as to how to proceed, whether it is some version of the way questor powers are set up, which makes the great pattern almost a passion unto itself. The other option for my game is to simply treat it exactly the same as a group pattern. Anything outside of these options falls into the trap of trying to directly translate what it provided before, whihc was pretty clearly overpowered. It should provide a benefit, not turn lightbearers into Superman.

Title: **Re: Lightbearers**
Post by: **Stentor3** on **June 04, 2010, 23:43**

Yeah, we had talked about treating it as a questor type of deal, but we agreed that that just did not quite fit to make the Great Pattern a Passion of sorts. We then tried to remake it as a talent with knacks....but there was no goo base talent to work off of...so we went to the idea of a thread, group or Pattern item, and think that we have really found something with the notion of a Pattern Item.
We have thought about the fact that re-hashing it as it was is a bad idea, and that is why we have done away with like 5 or 6 of the abilities that it conferred. Instead we focused on abilities that had to do with light or the manipulation there of. As sort of stated previously part of the power of it came from the fact that everything was _____+Rank....that is why I went back and changed stuff to more defined bonuses. These bonuses could be further tweaked as well if we find that they are too powerful....

I especially like the notion that making it a pattern item or a group item, gives the enemies of the Lightbearers the opportunity to gain an advantage over them, should they manage to capture one of the Pattern/Group Items of a still living member. that gives it a further restrictive level that was not part of the original talent. :my2cents:

Title: **Re: Lightbearers**
Post by: **arma** on **June 04, 2010, 23:56**

Some voices from the gallery...

... Thread Rank bonuses, not a problem in ED3 per se...

... Pattern Item or even Thread Item means "power source" is almost completely externalized from character, not what ED is about. At the same time, Discipline is just another word for some other version of a "big pattern"...

... knacked base talent... huh... wait until December... or offer your firstborn to the Preview Hunter... ^ ^
(It's not that difficult to find a good base use in any case)

Title: **Re: Lightbearers**
Post by: **EpicEDGM** on **June 05, 2010, 12:49**

I had some questions about those voices...

While I understand that thread rank bonuses are not a problem in ED3, there does not seem to be any precedent for gaining a talent-like ability from weaving a thread to a group pattern, or any pattern, other than a thread/legendary item.

On the other hand, there are numerous examples of magic items that confer ranks of talent-like abilities or talents themselves.

I don't mean to be rude, I just want to understand where the points of these voices are coming from, as they seem contrary to the evidence at hand.

Title: **Re: Lightbearers**
Post by: **arma** on **June 05, 2010, 19:25**

No worries.

With "Thread Rank bonuses" I mean giving the thread rank woven to an item or the rank of a talent as a bonus or basing a duration or range on it is not a problem.
I'm referring to post #15 where Stentor replaced all these Thread Rank-based bonuses with fixed bonuses (e.g. Light Symbol is 3 hours instead of rank hours) saying they didn't deem it in line with ED3.

That's completely separate from whether or not you should be able to gain a talent like Lightbearer via thread magic, either from a pattern item-like arrangement that makes some exceptions to the normal pattern item rules or from a more typical threaded item that is created in an unusual fashion. Personally, I'm not in favour of it. While I would certainly know some ways to rationalize it in-game, I know as many speaking against it. And yet some more speaking against it out-game (e.g. the adept is supposed to have the cool powers, he's not supposed to be a collection of items).

Title: **Re: Lightbearers**
Post by: **Telarus** on **June 05, 2010, 21:23**

Interesting thread.

The Lightbearers are one of the groups that I'm keeping an eye on while designing Company rules based on the Reign rules. Aside from stating up Companies with their own statblocks (think of them like an Named

Adventuring Group with other peripheral Groups or individuals aligned/blood bound to them, all simplified to a character-style statblock), I also want to be able to give "ranking" members of the group a buff/bonus/magic of some kind that is in theme with the group.

So, for example, any Songbird spy above a certain rank would be able to summon a local song-bird to act as a messenger. High ranking Eye of Throal Agents may scrawl an chalk eye on something and then be able to peek through that vantage point later for a short time. Even the Warrior Adept from the Alchemist Guild would know a few magic runes (he he he, caltrops runes).

Lightbearers should be one of the groups that invented and/or controlled the original form of this high-level Pattern Magic (thus being one of the best at it), possibly with the new discovery being leaked to Thera as soon as it happened (before the scourge). This would allow me to give even non-adept Theran military officers a bit of flash-bang.

Simple cool shticks that don't rise to the level of accomplished Adept magic, but tie a Named Population together (the rank-and-file's belief in their Guild, or whatever, channels the mana into Named manifestations). Make Named positions like Captain of the Guard, or Town Sherrif have a mechanical effect that is tied to the theme of the Company.

Mechanically, these would probably behave much like the 'Encounter/Daily' powers from D&D4e, but I'm still sketching up a framework for them.

Title: **Re: Lightbearers**
Post by: **arma** on **June 05, 2010, 22:58**

I don't know if Lightbearers would have developed this first or even been merely among the first. I mean, they don't really serve any function without Horrors. Which are a fairly recent development. And there's organizations that have been around much longer than that.*
Obsidimen Brotherhoods, olzim and similar religious organizations, elf queen's advisors, Heavenherds, Warrior Orders...
And, you know... Disciplines...

* except if you assume the "great pattern" is everlasting and attracts people only in time of need, or somesuch

---

Title: **Re: Lightbearers**
Post by: **Telarus** on **June 06, 2010, 01:11**

Thanks arma, I had forgotten that they were a 'recent' setting point. Yeah, olzim, and similar passion cults, Named tribes. I've used the other factions in the game more than Light-bearers, as I had a few players who had already done the Harper's shtick in Forgotten Realms and were interested in other goals.

Title: **Re: Lightbearers**
Post by: **Faelan** on **June 06, 2010, 21:56**

Anyway the idea I am working off of is starting to look like it will work without being a huge power up. Based on the premise that the lightbearers are essentially a Group in the Group Pattern sense of the term. While I realize that normally a group creates its own pattern and interacts with it via the unique pattern items they create to be members, it is not difficult to imagine that in some instances a group lasts beyond its originators (in which case the pattern almost takes a life of its own), or is based on a universal concept, or pattern which exists in nature (lightbearers).

Based on that premise I decided a couple of things.

1) Lightbearers are members of a group and like any other group have a unique pattern item they make to link them to the group. Hence they can weave threads to this item like any other group pattern item.

2) Groups which survive past their initial members and take on the aspect of something lasting generations gain an additional special use. Using the group pattern item as a focus they are able to use it in the creation and use of spell like effects unique to the particular group in question. This is done using the individual thread weaving abilities available to all adepts of 4th circle or higher.

3) Thread weaving would be used for all rolls involved in the successful use of the unique group ability. This might require a series of knacks for creation, and use.

Anyway that is the area I am experimenting with. I should have something written up in a day or two. It does not contradict any existing work, it builds on existing lore, and has limitations built into its nature. These abilities will no longer be instant since threads must be woven, and it gives a new twist to any group such as the Songbirds, The Keys of Death, The Cult of the Great Hunter.

Title: **Re: Lightbearers**
Post by: **Telarus** on **June 07, 2010, 00:31**

That sounds workable. I imagine that this allows for people to be part of more than one Named Group to allow for party/Lightbearer crossover. This allows split motivations and having to choose which set of bonuses to use during an encounter if they conflict. That's good emergent behavior.

Title: **Re: Lightbearers**
Post by: **zephir** on **June 07, 2010, 10:46**

IMB the Lightbearers are Verjigorm's plan for this scourge ... >:D

Title: **Re: Lightbearers**
Post by: **Stentor3** on **June 09, 2010, 04:45**

Faelan,

I really like your idea and am going to give it a whirl. Thanks for everyones input...

Title: **Re: Lightbearers**
Post by: **Faelan** on **June 09, 2010, 13:32**

I had some additional refinements after talking the concept over with one of my fellow ED GM friends (tyweise board member shout out).

Rehash
1) Group Pattern Item and threads for what I am calling a "Legacy Group" treated as threads woven to a group pattern item in the Players Guide. You do not get to be a part of more than one group. You choose one. A legacy group is merely a matter of a group pattern which has taken on almost a life of its own. For example in the case of the Lightbearers they might be tapping into the "Great Pattern" but they are doing so through their own unique filter i.e. their Group Pattern.

2) Threadweaving is the talent used for enacting the group rites. Group rites are divided into different ranks/levels/grades from 1 to 5. With one thread woven to your group pattern item you are eligible to learn how to use rank 1 rites. To use rank 2 rites you need to have two threads at rank 2, to use rank 3 rites you need to have three threads at rank 3. To design rites requries a talent knack available only to those who have rank 5 rites available for use.

3) Rites should do something unique and completely keyed to the organization. They should not be a simple POWER UP! For instance Edge of Light in the original Lightbearer description is a simple POWER UP!

4) All rites require strain.

5) All rites take some time to use. You essentially must weave a thread to activate it. Rank 1 might be a standard action. Rank 2 requires 1 thread, Rank 3 requires 2 threads, Rank 4 requires 3 threads, and Rank 5 requires 4 threads. Additionally at the Rank 5 rites we may look at threads taking hours, days, weeks, or even months to weave. Like a Warrior Order might have a rank 5 rite for breaking sieges, but part of the weaving of its threads is going through more mundane processes to build its effect.

So I will be writing up a sample organization/group using the above guidelines. I think they limit the use to a degree appropriate to the dedication of the member. The more dedicated the more access. Only those truly fully invested can learn how to make rites. The use is more as a useful effect not a pure "Nice Combat Bonus". The truly nasty stuff takes time to use. I will

have it done in the next week.

Title: **Re: Lightbearers**
Post by: **arma** on **June 09, 2010, 19:14**

If you want to go deeper into this, I recommend having a look at Secret Societies of Barsaive, there's some hints at special group magic in there already.

Title: **Re: Lightbearers**
Post by: **Faelan** on **June 09, 2010, 19:46**

I was planing on it ;) Organizational rites, rituals, and internal structures/politics have always intrigued me. Also it was something that was hinted and glossed over. Getting something that ties into what is already out there without invalidating the spirit of it (I make no promises with the lightbearer stuff, some of it was just a way of jimmying another talent under the hood without actually paying for it) is what I am shooting for.

Title: **Re: Lightbearers**
Post by: **Caerid** on **June 21, 2010, 18:58**

Quote from: Faelan on June 09, 2010, 13:32

> So I will be writing up a sample organization/group using the above guidelines. I think they limit the use to a degree appropriate to the dedication of the member. The more dedicated the more access. Only those truly fully invested can learn how to make rites. The use is more as a useful effect not a pure "Nice Combat Bonus". The truly nasty stuff takes time to use. I will have it done in the next week.

This is a very interesting solution. I look forward to seeing what you write up.

Title: **Re: Lightbearers**
Post by: **Faelan** on **June 22, 2010, 00:14**

Well maybe a little longer. Work got busier. ;D

Title: **Re: Lightbearers**
Post by: **Caerid** on **June 22, 2010, 16:46**

I don't know anything about how that goes... :P

Title: **Re: Lightbearers**
Post by: **Stentor3** on **November 23, 2010, 08:26**

I know it has been a whilke since I touched on this, but after playing with some different ideas and methods, this is the one we finally settled on and it has work okay so far...we are still working out a final few details, but I thought I would share and get peoples thoughts/ideas:

When a Lightbearer Candidate is initiated into the Lightbearer society he may then tie threads to the Lightbearer Symbol that he carries on his person. Before any threads are tied to the Lightbearer Symbol the initiate my use the symbol as a small light quartz at the cost of one strain.
Cost: Journeyman

Rank 1: The light symbol acts as a Horror Fend (+3 Phy/Spell Def per round at the cost of one strain per round) This effect may be used once per day and requires the Lightbearer to meditate for 1 hour to recharge it.
Rank 2: The light symbol acts as a Boosted Horror Fend (+4 Phy/Spell Def per round at the cost of one strain per round) This effect may be used twice per day and requires the Lightbearer to meditate for 1 hour to recharge it.

Deed of initiation (Train with a Light Bearer and gain Light Bearer Lore at rank 1)
Rank 3: Light Bearer can use his Light Symbol to communicate with other Lightbearers.
Rank 4: ?

Deed of initiation Train with a Lightbearer and get LB Lore Rank 2 and in addition the initiate must complete a task on behalf of the Lightbearers.
Rank 5: ?
Rank 6: The Light Bearer may immediately attempt to resist a Horror Power that has already affected him as the Great Pattern imbues him with the inner strength of purpose

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=7763.0. It is a snapshot of the page as it appeared on Nov 18, 2011 01:06:55 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: Scourge of Thera on March 06, 2011, 15:43

Title: **Limits of Battle Rites?**
Post by: **Scourge of Thera** on **March 06, 2011, 15:43**

As written battle rites allows a warrior to avoid the strain cost of a chosen talent once per round.

Would that allow said warrior to avoid the 15 strain for activating 15 frenzy attacks (or the 20 strain if a rank 5 group pattern thread is attached to rank 15 Frenzy discipline)?

this seems a little good. Am I reading it incorrectly?

Title: **Re: Limits of Battle Rites?**
Post by: arma on **March 06, 2011, 15:54**

Huh, interesting.
You're reading it correct by the letter of the law indeed, but not the spirit of it. :)

I don't know how we could squeeze the special circumstances of Frenzy (suffering all the Strain in one go) into the text, though.
It's supposed to be "Strain for one roll" but you can technically also get the Frenzy Strain without rolling, and the Strain isn't directly associated with the rolls, just the "planned rolls".

Title: **Re: Limits of Battle Rites?**
Post by: **Scourge of Thera** on **March 06, 2011, 16:04**

I thought so. The Frenzy Strain is pretty unique so it was always possible that it would throw up a few anomalies.

10+ free attacks would be pretty obscene!

Title: **Re: Limits of Battle Rites?**
Post by: arma on **March 06, 2011, 16:27**

Yes.

Design-wise, Battle Rites "is as it is" to give the Warrior an edge in a "real" battle, e.g. not five rounds of fighting a Horror, but twenty rounds of fighting mooks or a hundred rounds of fighting in a war. It's always been pretty difficult to reason the Warrior would dominate a large battle, because his modus operandi caused so much Strain (ED1 Warriors took 5+ Strain regularly in full battle mode, and even just 1 or 2 so he could display some of his abilities in a large battle would have meant he could only do it for 10-20 rounds).
He's got to prepare for it like you would for a battle, and the cost of the ability only makes

it worthwhile if you can use it at least 4+ times. But in a large fight, he's now supposed to have a free use of Anticipate Blow or AcroStrike to sustain a certain superiority over veteran mundane troops.

Title: **Re: Limits of Battle Rites?**
Post by: **Scourge of Thera** on **March 06, 2011, 23:53**

Good stuff

Nice to see the intent beside the design. Can envisage a pretty cool scene as a warrior girds himself for battle through the special Karma Ritual. The social context given to the Kewl Powerz in **Earthdawn** always earns the game extra credit.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=6800.0. It is a snapshot of the page as it appeared on Oct 13, 2011 23:55:05 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by drucifer earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => Novels => Topic started by: Nahor on December 11, 2009, 19:48

Title: **Little Treasures**
Post by: **Nahor** on **December 11, 2009, 19:48**

Does anyone know if the second Caroline Spector book is going to be published in English? I have Scars and Worlds Without End. I haven't seen any news from Per Aspera Press or anywhere else, so I thought I'd come here to see if anyone else knew. I'd really like to read the dang thing and since I don't know any of the languages it was already printed in fluently, I'm SOL without an English version.

Thanks a bunch!

Title: **Re: Little Treasures**
Post by: **Dammi** on **December 11, 2009, 20:48**

Scars will be re-released very soon (early 2010, I hope), with **Little Treasures** following closely (I guess it will fall into the second half of 2010). Both novels will become part of our existing novel line.

Title: **Re: Little Treasures**
Post by: **Nahor** on **December 11, 2009, 22:17**

That rocks. May i ask how did you get the rights and will you be re-releasing the original ED novels as well?

Title: **Re: Little Treasures**
Post by: **Dammi** on **December 12, 2009, 10:08**

Quote from: Nahor on December 11, 2009, 22:17

> That rocks. May i ask how did you get the rights and will you be re-releasing the original ED novels as well?

Asking the authors and entering a license contract with them. :)

We have permission to redo the original trilogy. The downside is that they don't seem to exist as text files any more, and scanning/OCRing them is a hellish task. Not sure when we will get around to do *that*.

Title: **Re: Little Treasures**
Post by: **Nahor** on **December 18, 2009, 05:13**

Quote from: Dammi on December 12, 2009, 10:08

> Quote from: Nahor on December 11, 2009, 22:17
>
> > That rocks. May i ask how did you get the rights and will you be re-releasing the original ED novels as well?
>
> Asking the authors and entering a license contract with them. :)

> We have permission to redo the original trilogy. The downside is that they don't seem to exist as text files any more, and scanning/OCRing them is a hellish task. Not sure when we will get around to do *that*.

Ouch. I know how losing data goes. My laptop hd crashed last year and the last time I backed up I lost the majority of my last semester of grad school as well as a lot of creative stuff for my website. Basically anything from February of 2005 to 2008 was gone. It sucked as I had a lot of a lecture notes and what not saved for work. I just don't have the $700 to shell out to have the hd properly recovered.

Back to asking the authors: didn't ROC or FASA have original rights still? I'm really curious as to how all this went about. Is there any way it could be explained? To me, the story of **Earthdawn** and Shadowrun's corporate history (how they developed, evolved, cancelled, had license rights shifted, etc.) is just as fascinating as the dang settings! Honestly there is a nonfiction novel in and of itself waiting to be written.

Title: **Re: Little Treasures**
Post by: **Usamo** on **December 18, 2009, 06:06**

Thank you so much for taking the time and trouble to redo this trilogy. I have been trying to find away to get ahold of these books for years. I've even contemplated learning French just to be able to read them. This is why i support you guys, you honestly care about the **Earthdawn** setting and the fans of it and it shows in your products and how you conduct yourselves.

Title: **Re: Little Treasures**
Post by: **Nahor** on **December 18, 2009, 17:35**

> Quote from: Usamo on December 18, 2009, 06:06
>
> Thank you so much for taking the time and trouble to redo this trilogy. I have been trying to find away to get ahold of these books for years. I've even contemplated learning French just to be able to read them. This is why i support you guys, you honestly care about the **Earthdawn** setting and the fans of it and it shows in your products and how you conduct yourselves.

ebay and stiggybaby.com are your friend! They usually have everything you'll ever need for hard copies. It took me nearly a decade and I got everything ED, posters, the 3 part promo adventure and a signed copy of the leatherbound collector's edition of the book. The thrill of the hunt is fun. :)

Title: **Re: Little Treasures**
Post by: Drucifer on **April 17, 2010, 16:38**

In 2004 I bought a couple boxes of stuff off E-bay that were from FASA's old archive. I was very happy to find that in the box was a couple manuscripts for two books I had not yet read. Scars and Little Treasures.

Both are very good, and I looks forward to seeing them both in print, in English. I'll have to purchase them of course.

Will Redbrick be printing the third book in the trilogy?

Thanks
Drucifer

Title: **Re: Little Treasures**
Post by: **Dammi** on **April 17, 2010, 18:11**

The third one is unfortunately a Shadowrun Novel. I had hoped to cut a deal with Catalyst at some point, but have to wait how the SR license sitiation turns out.

It was available in english, however (Worlds without End).

Title: **Re: Little Treasures**
Post by: Drucifer on **April 17, 2010, 20:33**

> Quote from: Dammi on April 17, 2010, 18:11
> It was available in English, however (Worlds without End).

Yeah, but as was mentioned in a previous post somewhere, by somebody else, I also like when my books look consistent on my bookshelf.

Thanks
Drucifer

Title: **Re: Little Treasures**
Post by: **Dammi** on **April 17, 2010, 21:19**

;D Don't we all? :)

Title: **Re: Little Treasures**
Post by: **clspector** on **May 04, 2010, 17:16**

Drucifer,

The manuscripts you bought off eBay, can you tell me if they are page proofs or just manuscripts? I'm currently working on getting the files together for RedBrick's edition of LITTLE TREASURES. Both ROC and FASA did page proof versions and either would be very helpful.

Could you contact me through my website (http://carolinespector.com/) and let me know? I would be most grateful.

Thanks in advance,

Caroline Spector

> Quote from: Drucifer on April 17, 2010, 16:38
> In 2004 I bought a couple boxes of stuff off E-bay that were from FASA's old archive. I was very happy to find that in the box was a couple manuscripts for two books I had not yet read. Scars and Little Treasures.
>
> Both are very good, and I looks forward to seeing them both in print, in English. I'll have to purchase them of course.
>
> Will Redbrick be printing the third book in the trilogy?
>
> Thanks
> Drucifer

Title: **Re: Little Treasures**
Post by: Drucifer on **May 04, 2010, 17:56**

Alas, I no longer have them.

Being a huge fan and knowing a few other fans I lent them out to be read. It never occurred to me to not share them. One of my friends lent it to a friend who then re-sold them on e-bay. I was not a happy camper.

I don't want to give anything away but the pages has had written notes like "we don't have Mages" on some of the pages. There were some hand written references to the word fetus. If I had them now and knew you were working on it I would send it along.

I butchered 3 books just to help the Longing Ring Trilogy along this year.

I am truly sorry.

Drucifer

Title: **Re: Little Treasures**
Post by: **Faelan** on **May 06, 2010, 20:56**

Quote from: Drucifer on May 04, 2010, 17:56

> Being a huge fan and knowing a few other fans I lent them out to be read. It never occurred to me to not share them. One of my friends lent it to a friend who then re-sold them on e-bay. I was not a happy camper.

I assume "not a happy camper" is code for "they are wormskull food"?

Title: **Re: Little Treasures**
Post by: **Nahor** on **May 07, 2010, 02:09**

no shit, technically that person stole from you.

Title: **Re: Little Treasures**
Post by: Drucifer on **May 07, 2010, 07:45**

Quote from: Nahor on May 07, 2010, 02:09

> no shit, technically that person stole from you.

No not technically, in actuality. A couple books that were not in print and I have no sales receipt for, and I was foolish enough to lone out with out having a back up somewhere. That kind of thing is hard to get any kind of justice for.

I learned. Now when I lend a book I make certain I either don't really want it any more or, I have a backup or, I make certain to get some form of collateral depending on my personal attachment to said book.

May sound a little excessive but I am a fairly generous person, and I want for others to enjoy stuff too. I just want to keep my stuff.

I do not associate with the person who's friend sold my books. Some times the lesson sucks. In this case it sucked alot.

Thanks
Drucifer

Title: **Re: Little Treasures**
Post by: **Rogan Rubyeye** on **January 30, 2011, 21:36**

Aye, losing precious things to "friends" who you've "lent" them too is a nasty lesson in life. Especially if said precious objects are irreplaceable, such as limited edition vinyl records or out-of-print books and suchlike.

Had it happen to me several times in my younger college days, until i'm now set in the habit of not letting others touch my books without my permission. yep, sad but true, as even close friends sometimes don't have the awareness of how precious certain items are. "Oh, sure you can flick through that sourcebook erm... but you've just finished working on your car's engine and haven't washed your hands yet?"

Anyhoo, as for the return of the "lost" novel, i'm so stoked about that. finally I'll get the

chance to read it in English. Can I abide the wait... well, it's been over ten years since I first heard of Scars and Little Treasures so I guess I can.

Title: **Re: Little Treasures**
Post by: **flext** on **March 27, 2011, 11:30**

Is this still in the works?

I was amazed to hear this was happening. I talked about how I wished there was an English translation of the book for years. I hope this will come out.

I just need some reassurance on this.

Title: **Re: Little Treasures**
Post by: **Dammi** on **March 27, 2011, 12:31**

It is still in the works. However, it is the orginal (as it was written in english).

Title: **Re: Little Treasures**
Post by: **piotrus** on **May 20, 2011, 20:32**

Quote from: Dammi on December 12, 2009, 10:08

> We have permission to redo the original trilogy. The downside is that they don't seem to exist as text files any more, and scanning/OCRing them is a hellish task. Not sure when we will get around to do *that*.

You could have the fans (us) help you with that. It has been done (is being done) by others. Check wikisource (example (http://en.wikisource.org/wiki/Page:Index_To_Short_Stories_1923.djvu/12)). Put the scans online (you can use the mediawiki wiki, it's free), and let the fans do the work for you.

Of course, this would likely require some reward to the fans. For example, a discount on the print version and/or a free ebook for x pages done...

Title: **Re: Little Treasures**
Post by: **Dammi** on **May 20, 2011, 20:42**

Hiya!

Got the text files in the meantime. And yes, due to fan(tastic) help! :thumbsup:

Best,

Dammi

Title: **Re: Little Treasures**
Post by: **windling74** on **May 31, 2011, 19:36**

Wonderful!!!
I'm from Italy and I played since the 1st edition of ED and never had the possibility to read this trilogy.
I recently bought Scars (and all your other novels too!) and I like the idea to see old good novels come back, as the J'role trilogy of Kubasik or the awesome Prophecy.

You did a good move and I'll support this: as soon as Little Treasure will come out (and I hope in time World without ends too!) I'll buy it.

Thank's also for the Defiler's curse, I bought it and I'm curious to read it, not a lot of windling around in old or new novels and my first pc was a windling.

keep up you your very good job
Andrea

p.s.: don't you need someone that know very well italian and french, not so bas english and can manage the basics of german and spanish? ;-)

Title: **Re: Little Treasures**
Post by: **arma** on **May 31, 2011, 19:48**

Quote from: windling74 on May 31, 2011, 19:36

> p.s.: don't you need someone that know very well italian and french, not so bas english and can manage the basics of german and spanish? ;-)

Heh, we might need someone to come up with more Theran terms if we ever tackle that beast. ;)

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=7483.0. It is a snapshot of the page as it appeared on Oct 21, 2011 19:39:58 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: Endrek03 on October 24, 2010, 23:24

Title: **Magic items! :D**
Post by: **Endrek03** on **October 24, 2010, 23:24**

Hey all, thanks for all the warm greetings - really appreciated. :)
So, a few things to go over mostly involving magic items.

1) Granted, I have not read it out in pure detail yet so this is me kind of asking for a handout, but is there a chart or something that gives ideas of how much treasure or loot players should get in an encounter? I haven't found anything about it yet. . .

2) So, your players are in an adventure, they kill an enemy! Great!
2a) They need to roll some sort of check to see if they detect the bracers the enemy is wearing are actually Bracers of Aras? Or do I as GM just say "You loot the Bracers of Aras off this guy."
2b) Do I tell them it is the Bracers of Aras or simply Bracers that are magical? AKA, is the Thread Rank 1 knowledge "Bracers of Aras" or "Bracers of Aras: Rustang"?
2c) I, as GM, get to make up all the Key Knowledge's for every item; where they were crafted, who did it, so on, correct?

3) Clarification: I'm 95% positive I know this answer, but that 5% is enough to irk me. Say a character has Thread Weaving Rank 2 and 3 magical items on him. He can only have 2 of said 3 magical items "active" and only at a max rank of Thread 3. When he increases to Thread Weaving Rank 3, not only can he increase the max rank of the 2 magic items to Rank 3, but he also now can activate the Third magic item and increase it to Rank 3. Correct?

I'm sure I have more. I have a feeling I may post on this thread a lot. :\
But thanks in advance, coming back to **Earthdawn** is no small feat. XD

Title: **Re: Magic items! :D**
Post by: **Endrek03** on **October 24, 2010, 23:26**

"He can only have 2 of said 3 magical items "active" and only at a max rank of Thread 3."
Make that Max rank of Thread 2. Couldn't find the edit button. Sorry.

Title: **Re: Magic items! :D**
Post by: arma on **October 25, 2010, 08:10**

in short, before I head off to work:

1) No guidelines, but you can use either typical creature loot as a guideline or give a Legend Award in silver. Without threaded items they find.
It's entirely up to you and ED plays well on all levels of wealth, though.

2)
a+b) You're not supposed to tell them outright what the item is, and especially not the

name (at least it's not character knowledge, you can tell the players if you separate that). Adepts can find out an item is special by discovering it has magical energies flowing throug (Astral Sight etc.), maybe by getting a feeling that the item is important (adepts are supposed to be receptive to magic), or by having them notice special visual properties of an item (it's old, it seems to always shine, the sword never dulls). From there on, it's supposed to be about research etc.. This research can lead to "These are Bracers of Aras" but that's not the proiper name yet. In case of General Treasure, each of the several versions still has an individual Name (which may or may not include "Bracers of Aras" e.g. "Jim's Bracers of Aras" or simply "Jim's Bracers")
c) Yes, though some items come with a backstory that alreay covers the Key Knowledges. You can still changes these, of course, if you adjust the backstory. In rules terms, key knowledges and deeds are irrelevant once discovered. The ones we do, we usually try to tailor to the item in question (e.g. if the knowledge is "What was the first thing killed with this`- A dragon!" and you change it to "A Horror!" the "+5 vs. dragons" the weapon has doesn't make that much sense.)

3) Yes, but to be sure: have active = have threads woven to.
If you have a Rank of 2, you can't weave threads to 3 items and "only use 2 of them".

Title: **Re: Magic items! :D**
Post by: **Endrek03** on **October 25, 2010, 08:23**

Okay so, from the answer you gave me. . .

Insight Check:
Earthdawn is a very free form RPG, and as "per the rules" you can be Circle 8 and still really have players who are fighting tooth and nail for bread to eat or a place to sleep that night. I got a particular kick out of the passage about how "players can offer to tell their story in order for a free room in an inn". I was interested in that and it really helped understand the world.
Unlike most RPG's (And as I mentioned in another post), you can deck out characters in super armor from Circle 1, but since their inherent Magic abilities can't support it (Thread Ranks), they items are nigh useless to them.
This helps a small bit. . .
But YOUR answer helps a lot. Thank you very much!

Title: **Re: Magic items! :D**
Post by: arma on **October 25, 2010, 17:38**

Yep.

The "telling your tale for a free room" can have different aspects, though.
Maybe you're really down on your luck and entertain the regular patrons for the room.
Maybe, though, you tell how you killed a horror and by that helped everyone in the neighboring village, and it's that what gets you the room, because the innkeeper supports your cause.
And maybe you're so famous that the innkeeper is honored to have you, and then HE will tell the story of how he had the famous hero sleep in his inn...
Depends on how powerful and famous you are, of course. ;)
Strictly speaking, you could also use social abilities and interactions rules to talk the innkeeper into giving you the room...

Money and equipment:
It's not really a matter because it's all rubbish anyway. There is one type of item only that has any real worth to an adept: legendary treasure. You can have 100.000 gold pieces, but that doesn't mean you can buy legendary treasure with it. Sure, you can buy a load of minor thread items, and you can maybe buy a fleet of airships, and a thousand healing potions and a thousand plate armours. But they don't really add anything to your

character's ability (well, a fleet of airships would, if you know how to use it, but you get the idea), because only thread magic is really powerful*.
Thread Weaving is the big limit to cool stuff you can have, and the GM controls the cool stuff that goes along with Thread Weaving. He basically doesn't need to keep much of an eye on the money. Keeping an eye on what types of legendary treasure he dispenses is far more important (as is to not hand out too few good items).
Even the items characters can buy, they only have a few ranks. Items with more ranks are better, and you got to wrestle those from lairs of horrors or go on quests to find them. And then go on quests to unlock their key knowledges and deeds (it's a built-in adventure generator).

* this ties into the "big fight over small fights" mentioned in the other thread. ED fights are supposed to be close, healing potions won't keep you alive through a fight because you can't drink enough to compensate the damage you take. Inherent bonuses (that threaded items get you) are always better. Typically, an ED fight isn't about healing the damage you take (like if you had a D&D cleric) but dishing out more than you take faster than you take it. With the major parts of healing tied to Recovery Tests, you don't heal up quickly in between fights either.

Title: **Re: Magic items! :D**
Post by: **The_Gun_Nut** on **October 25, 2010, 20:47**

Although, at higher Circles, Fireblood + Vitality can keep a Warrior or Sky Raider adept up at full power for a looong time.

Title: **Re: Magic items! :D**
Post by: **Endrek03** on **October 26, 2010, 01:54**

Quote from: arma on October 25, 2010, 17:38

> Money and equipment:
> It's not really a matter because it's all rubbish anyway. There is one type of item only that has any real worth to an adept: legendary treasure.

Personally, I REALLY enjoy the aspect that not every character will be bathing in gold at max level, so to speak. I enjoy the fact that the rules tell me "It's okay to always have your players running at less than 100 Silver." and not have a rules lawer going "Excuse me, we should all own mansions by now."
However, my only issue is: Isn't that rather telling the players how their characters should feel?
On top of that, what if the players don't know this? I mean, really we play every RPG to make a powerful character and to role play them out accordingly, but this game seems to stretch that.
I mean, and this may be my narrow perspective at the moment, but it seems the majority of adventures will be "Obtain Legendary Item. Go on quest to unlock Legendary Item. Find next Legendary Item. Repeat."
Now, personally I don't have a problem with this and I am merely playing devils advocate, but I feel as if the game is telling me "This is how adventures normally and should go."

Title: **Re: Magic items! :D**
Post by: **Moushi X** on **October 26, 2010, 04:12**

Adventuring for legendary items can be an epic adventure, but there's others type of game you and your players might be interested to try in **Earthdawn**(tm).

You can go from Kaer crawling, to politics, to merchant quest, it really depends on what you want your players to experiment.

It's fun to build a character, but it's also fun to roleplay!

I "gamemastered" once a game where all players started as non-adept. One of the objective was for them to find their path (discipline). Of course, we were far from a game for legendary item hunting!

Just my :my2cents:

Kindest regards,

Moushi X

Title: **Re: Magic items! :D**
Post by: **Stentor3** on **October 26, 2010, 05:53**

Just my two cents but the game is more than just the legendary treasures that you might pick up or be given along the way. It is also about all the other cool stuff you did that has nothing to do with Treasure.

Like raiding a Cult of the Great Hunters hide out and making off with the 13th Circle Nethermanacers chest of gold and silver...ah good times...or slumming in the smalls of Parlainth...or cleaning house in the breach kaer of Tisoara...or on and on....

Eathdawn as well as many others facilitates great adventures. This one just happens to do it in a fahsion better than pretty much anything I have come across and does it with a distinctly different flare and style.

Title: **Re: Magic items! :D**
Post by: arma on **October 26, 2010, 06:25**

Yeah, didn't want to give the impression it's all about legendary items and threaded items, but a lot of the classical adventuring portion, or the portion where you would go out to get your hands on some stuff, is. If you hand out the treasure.
You don't go out to find some gold as much as you go out to find items.
And the ones where you take on a mission from someone to help him might be so that person gives you clues as to your items rather than pay you in gold.

There's still enough other stuff, though.

Title: **Re: Magic items! :D**
Post by: **ED_Chronicler** on **October 26, 2010, 09:36**

That brings up a conversation I had in a MMO RPG game recently. I was talking to this person about **Earthdawn** and, they said that they didn't play P&P RPG's due to requiring too much thinking. I was a tad surprised, but mentioned that while I enjoy MMO's for their graphics and appearance, but one thing that I have had in P&P that MMO's I don't have is the ability to share stories about the adventures.

In MMO's its basically a game that has only Adventure Supplements and no ability to GM anything. You can only play the game with the official supplements and no deviating from the Official Storyline. I.E. no In My Barsaive.

The only way that some of my MMO friends and I have shared adventures with our MMO characters that don't have the same adventures as everyone else in the MMO is to take them outside of the MMO and write about them in our own world together.

For me, the story with friends is more important than the rest, but don't get me wrong, I do like a little shiny new thread item as much as the next guy.

Title: **Re: Magic items! :D**
Post by: **The_Gun_Nut** on **October 26, 2010, 12:53**

I have a problem with the phrase "requires too much thinking."

I would be too tempted to reply, "so walking and chewing gum is too hard, too? Poor baby, want your baba?" or something similar.

Title: **Re: Magic items! :D**
Post by: **treorai** on **October 26, 2010, 18:18**

> Quote from: The_Gun_Nut on October 26, 2010, 12:53
> I have a problem with the phrase "requires too much thinking."
>
> I would be too tempted to reply, "so walking and chewing gum is too hard, too? Poor baby, want your baba?" or something similar.

Yeah, I agree with that. It's a sad sign of modern times when people won't engage in an activity because it requires too much thought. I understand every once in a while wanting to sit down an be brain dead for an hour or two, but that is by no means the standard by which I want to live my life.

As for my contribution to the discussion at hand, I just give my players magic items when it feels right. I let them get comfortable with what they already have, then throw a Thread Item or two at them. That seems to work out pretty well for my group. They are an average of 6th Circle, and they have 5 minor Thread items (like what's in the Player's Guide), and 8 major ones (such as the stuff in the GM's Guide and Companion) and they are tickled pink about each one of them. Especially the Butter Spider Box. That group absolutely adores their Butter Spider Box.

Title: **Re: Magic items! :D**
Post by: **The_Gun_Nut** on **October 26, 2010, 20:36**

The Butter Spider box is full of awesome.

My players have just hit 5th circle (in their primary Discipline, as some are starting to get into multiple Disciplines, now) and each one has either a general treasure or a thread item. Or, in the case of the spellcasters, a grimoire they found somewhere (which can be just as important). With the Weaponsmith in the group, they will be branching out more into minor thread weapons, as well as forging everything they run across.

The Beastmaster hasn't gotten a lot of cool magic items, but as a substitute for items I have introduced some more fantastic creatures for her to bond to. She currently has four storm wolf pups she is raising as her own little pack, and is looking to get a few more.

Not all magical treasures have to be actual magic items.

Title: **Re: Magic items! :D**
Post by: **Endrek03** on **October 27, 2010, 06:38**

. . . do tell me of this spider box. ;D

That aside, I think I'm getting an idea. I think my biggest worry is simply not equipping them enough. For example, it was said that the idea of **Earthdawn** is to deal more damage to them before they deal it to you. If I am not equipping my players well enough, this could prove to be a problem.
Still, on the other hand it seems the answer is "Whenever it is story appropriate."
And I suppose I can leave it up to my players to empower their items as they go, or seek it out.
. . . we'll see.
Thank you all for everything. I'm sure more questions will come up later, but until then all the help is greatly appreciated!

Title: **Re: Magic items! :D**
Post by: **treorai** on **October 27, 2010, 19:21**

> Quote from: Endrek03 on October 27, 2010, 06:38
> . . . do tell me of this spider box. ;D

It's from the old Parlainth Adventures. It's a rusty metal box with a spider made of lard in it. You rub it on your injuries and it helps them heal.

> Quote
> That aside, I think I'm getting an idea. I think my biggest worry is simply not equipping them enough. For example, it was said that the idea of **Earthdawn** is to deal more damage to them before they deal it to you. If I am not equipping my players well enough, this could prove to be a problem.
> Still, on the other hand it seems the answer is "Whenever it is story appropriate."
> And I suppose I can leave it up to my players to empower their items as they go, or seek it out.
> . . . we'll see.
> Thank you all for everything. I'm sure more questions will come up later, but until then all the help is greatly appreciated!

I have a group of six players. Right as they hit 4th Circle on average, they got one minor Thread Item each. They didn't get any more until they were well into 5th Circle, when they got another 2. Then at almost 6th Circle they got two more. Then this week, they got three more. The 8th comes from the Wizard/Illusionist dual Discipline having the Create Thread Item Knack, and making a Windling sized mask for himself, and is currently trying to make sure that item gets talked about and called by Name enough to eventually become a Legendary Item without him having to die to make it one.

So, 13 total Thread Items between six people, in 6 Circles. Which is over a year of weekly play for that group. And being under equipped was never an issue: they've taken down an Invae hive, one random Horror, a minor Named Horror that had marked the Nethermancer, and a lot of other stuff. As a GM, I don't pull punches, and some of the things they've killed have been rated as higher Circle Legend Awards, and on one occasion, a higher Circle Legend Award for a group. My group fights smart, which makes up for any power discrepancy. Also, the Nethermancer uses so much Blood Magic that some people think he's Theran, so that helps. Heh.

Title: **Re: Magic items! :D**
Post by: **Stentor3** on **October 28, 2010, 04:45**

> Quote
> That aside, I think I'm getting an idea. I think my biggest worry is simply not equipping them enough. For example, it was said that the idea of **Earthdawn** is to deal more damage to them before they deal it to you. If I am not equipping my players well enough, this could prove to be a problem.

Although I have not voiced my displeasure for this particular line of thinking in the other more appropriate threads, as I had been away from the forums for some time, I completely disagree with this statement.
In one game I play a 6th Circle Horror Stalker that has devoted himself to taking as little damage as possible. He has boosted his physical and spell def to ridiculous portions and then wears Crystal Ringlet armor and has a thread Crystal Viking shield. He Even threw in an aspagra cloak for good measure. He ends up with Phys and Mystic armor of 14/13 and Physcial and Spell defenses of 16/18 (he has a few minor thread items as well as a group name...His basic thought is regardless of when he goes in combat he can stand toe to toe with just about anything, take a hit and the hit back.

That said i dislike the notion that this game is primarily based on how much damage you can deal, when defense in my mind is just as important, but that is just me.

My point though is that you can do whatever you want to do with the characters and you can make it work. Whether they want to play a more defensive character or a damage dealing character, it is all in how they want to play their characters.

PS The butter Spider Box has got nothing on the Amulet of Dirac. That thing has brought me back to life more times than I can count. :-)

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=8376.0. It is a snapshot of the page as it appeared on Dec 1, 2011 03:38:28 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: Endrek03 on November 07, 2011, 08:29

Title: **More questions!**
Post by: **Endrek03** on **November 07, 2011, 08:29**

Hey all,
Did another week of **Earthdawn** with success. More questions, of course, came up.

1) Regarding of animal's of Beastmasters -
a) How do they "Level up" with the character? I've always thought that they don't, they simply stay as they are. For example, the Circle 1 Beastmaster in the group has a Cougar (Who uses the Cheetah template in the DM Guide) as an animal companion whom aids her in combat. Will the "Cheetah" ever get stronger?
b) When in combat, I've been rolling for the Animal Companion, using this to represent that yes, the two are friends, but being Circle 1 she doesn't have "complete" control over the animal. Is this good or should I let her control and roll for it?
c) Regarding the control, she can only order it to attack, I've told her she can't tell it WHOM to attack yet as she's still Circle 1. How exactly would she get more control over it? i.e. "Attack that enemy!" "Flank to the left!" so on.

2) Can you Standard Action Attack, Simple Action Second Weapon, Simple Action Second Attack for 3 strain in 1 round? I think yes, just want to double check.

3) Do you have to declare you are using Beast Claws (Beastmaster attack) during the Declare Actions phase?

4) On the note of Declare Actions phase, I'm still so confused, and to be honest my players are still confused by it.
For example, the group surrounded someone and even knocked him down, (Side note, he takes -4 (-2 Harried, -1 Blindsided, -1 Prone (The -1 are because of the Overwhelmed rule, yes?) to basically everything, right?) to Defenses. At the round robin, everyone says "I'm going to attack him". Well, of course he dies by the time it gets to the last player on the initiative count.
So, he then changes his thing to Running (For double movement) and Defensive Stance afterwards as to protect himself after running. While he takes a +2 or +4 DC to his actions, the fact that he takes no actions means he finishes the round at +3 Defenses, correct?
Also, during this phase do you have to call out WHO you attack? I've been hearing a lot of NO, but when I read the book again it even gives an example that if you change the target of your attack, there will be a +2 penalty.
I'm REALLY lost about the combat system still, and truth be told most of my players are saying it's the most unappealing thing of an otherwise great system. I could really use some help here. :|

Title: **Re: More questions!**
Post by: arma on **November 07, 2011, 11:09**

Puh that's a lot...
I'll be short, simply ask further questions where required:

1)
a) Animal Companions don't level, on their own. Some BEastmaster abilities can enhance them, you can use the Familiar rules, and as an extension of that, in time, weave threads to them or make magic items for them. You don't have to get into all of that right now, though. The companion is not supposed to be a full character, only an extension of the Beastmaster. Give it some time.
b) IMO, you should let her roll, or have her take over rolling as soon as possible. However, the animal remains an NPC (and in your territory) unless completely loyal; see below.
c) Have a look at Animal Bond and Animal Training. Use Animal Bond to determine a point where the cougar will follow her every command, and Animal Training to determine how much the cougar understands of what she wants it to do (Animal Training regulates short, on-the-spot commands as you'd give in combat; later Animal Talk can be used for full communication, and instinctive communication can be used outside of combat).

2)
Yes.
I think things can go up to 7 attacks for even first circle characters with the right skills, and if he's a t'skrang, though that won'T last more than 3 rounds due to Strain. ;)

3)
No.
You do it at the time you are using them. Have a look at the recent thread on declaring actions: when declaring actions, you say "I'll attack physically" or "I cast a spell" or "I run away", you don't normally go as far as naming talents, that comes on your turn (there, the rules say you announce talents, which you do so everyone knows what you do). The only thing is that you decide on combat options when declaring actions.

4)
Defense Modifier: it is either -4 or -6
You start with the biggest modifier, -3 for Knockdown.
Then you have Harried, normally -2, but because Knockdown counts as one instance of Harried, this becomes a -1 Overwhelmed.
At this point, it is -4 to both Defenses and Tests.
A prone character is not automatically Blindsided, however. He'd have to land on his face or something. I, for example, generally leave that out. If you rule it in, however, he'd indeed be at -6 Defenses, but only -4 to tests (because blindsided only applies a Defense penalty).
The Blindsided penalty would be full, though, not just -1. Blindsided is no source of Harried, it is totally separate. A quick way to get what counts as Harried or not is to look at the table on p. 226.; only the modifiers which list a "-X" on both sides count as Harried. If there's an "-" or just text on one side, it doesn't count as Harried.
Changing combat options: You can't, really. You can choose to "drop" your old combat option, but you can't take a new one. The character can't start Running.
The example that imposes a +2 DN modifier you're referring to also says that the character made a very specific announcement--more specific than he'd have to make. IT is also an example for something different, not for changing actions, but for changing combat options. And a very old one at that. Hum.

My advice to you is:
1) **don't use combat options for the first few sessions**. It suggests so in the book even.
2) If you've got trouble with it, **skip the declare actions phase**. It isn't really important for anything but combat options or characters with very varied abilities, such as Warrior-Wizards who could either cast or go melee, and you're far from that point. You'd find that out yourself shortly anyway, realizing that at the moment, it isn't necessary, everyone's actions are obvious and mostly the same.
3) Introduce combat options one-by-one slowly, starting with what's absolutely necessary, such as Running, Aiming, Attack to Knockdown.
4) Once you introduce combat options, take "declare actions" as "declare combat

options", you should be able to do this for about 4 Circles before running into trouble.
5) Remind your players and yourself that using combat options is not "normal". It isn't standard to use them. It isn't necessary to use them. It is an exception, something that unbalances you. When you choose to use them, for example fly into combat with a berserker's rage, don't expect that the results will be beneficial only. Normal attacks without combat options are assumed to be the norm, be balanced, efficient, etc.. If you go for a quick bonus from one of the options, you're accepting a penalty as well, even if it isn't in numbers, but in limited choices or that you take Strain without benefits, etc..
Combat in **Earthdawn** does not revolve around combat options, and in fact, you could almost leave them out entirely and run into problems only when you want to stun or trip people.

Title: **Re: More questions!**
Post by: **Telarus** on **November 08, 2011, 00:06**

Quote from: arma on November 07, 2011, 11:09

> 4)
> **Defense Modifier**: it is either -4 or -6
> You start with the biggest modifier, -3 for Knockdown.
> Then you have Harried, normally -2, but because Knockdown counts as one instance of Harried, this becomes a -1 Overwhelmed.
> At this point, it is -4 to both Defenses and Tests.
> A prone character is not automatically Blindsided, however. He'd have to land on his face or something. I, for example, generally leave that out. If you rule it in, however, he'd indeed be at -6 Defenses, but only -4 to tests (because blindsided only applies a Defense penalty).
> The Blindsided penalty would be full, though, not just -1. Blindsided is no source of Harried, it is totally separate. A quick way to get what counts as Harried or not is to look at the table on p. 226.; only the modifiers which list a "-X" on both sides count as Harried. If there's an "-" or just text on one side, it doesn't count as Harried.
> **Changing combat options**: You can't, really. You can choose to "drop" your old combat option, but you can't take a new one. The character can't start Running.
> The example that imposes a +2 DN modifier you're referring to also says that the character made a very specific announcement--more specific than he'd have to make. IT is also an example for something different, not for changing actions, but for changing combat options. And a very old one at that. Hum.

This came up in my game last night (attacking a downed zombie "by surprise",.. windings, eh), so I was stuck with how to combine Blindside & Knockdown.

So it's -5 Defenses, -3 Actions. Cool.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=7190.0. It is a snapshot of the page as it appeared on Nov 13, 2011 09:09:46 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by dammi earthdawn forum** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: Telarus on May 15, 2010, 23:41

Title: **Naming Guidelines**
Post by: **Telarus** on **May 15, 2010, 23:41**

So Matt C. over on RPG.net asks a really good question:

http://**forum**.rpg.net/showthread.php?t=515231
Quote

> Hey.
>
> Is anyone aware if there's a copy of the Naming bible for **Earthdawn** accessible to the public? Reading through the sourcebooks, I get a nice feeling for Barsaive, Throal and all the other named places, simply because their inhabitants aren't called Bob and James and Sally. They're also not called Marcellus or Quintus or Lucretia.
>
> So I think that the authors and freelancers have a set of "rules" regarding naming people. How many syllables, how letters are aligned, what constitutes a family name and what is a proper first name, and so on and so on.
>
> I really want to be able to give my NPCs as well as characters a different flavour to their names, so that one can easily glimpse that someone from Throal (or an area heavily influenced by Throal) sports a different name than someone from Iopos, or for a Sky Pirate clan or Vivane, or even a different province/area.
>
> So.
> Yeah.
> Is there a naming-bible for **Earthdawn** or at least a huge-ass list of names sorted by region and poltical/cultural block?

I definitely see some trends in naming from FASA era forward. Any details I can post back to that thread?

Title: **Re: Naming Guidelines**
Post by: Dammi on **May 16, 2010, 05:51**

Hiya!

There is no naming bible (not sure FASA had one but I doubt it). We try to stick to the feel the game emanates from what's there, and weed out/change those that don't gel.

The name lists is the ***Namegivers of Barsaive*** book are the closest thing to a guideline (we picked them to be typical examples of what we think sounds right), but that's about it.

Hope this helps,

Dammi

Title: **Re: Naming Guidelines**
Post by: **Kasbak** on **May 16, 2010, 05:56**

For most races, the general fantasy sounding names I think work, though Obsidimen are usually a tougher one to nail down. When I have time to write up a description for an

Obsidmen character ahead of time, I tend to use Native American words/names for it. I think their translations usually have the right feel for what I imagine their language being like.

Title: **Re: Naming Guidelines**
Post by: **abandag** on **May 16, 2010, 06:01**

I remember FASA's 'Terror in the Skies' adventure had a couple of present-day type names, Karl and Kathleen if I recall. Then I noticed that RedBrick changed those names to Lark and Turleena (or something like that) for EDC's Adventure Compendium. Not sure what my point is here. Maybe an example of what Dammi said about weeding out/changing names that didn't fit the **Earthdawn** feel.

Title: **Re: Naming Guidelines**
Post by: Dammi on **May 16, 2010, 07:11**

Yeah, perfect example. We changed them for that reason. Never thought anyone would notice, to be honest. :thumbsup:

Title: **Re: Naming Guidelines**
Post by: **abandag** on **May 17, 2010, 01:49**

I only notice unimportant things. I fail my Perception rolls when it really counts. :-\

Title: **Re: Naming Guidelines**
Post by: **Sushy** on **May 17, 2010, 08:27**

The only "Convention" I can remember is the naming of T'Skrang.

They can have up to 4 Names.

The First One is the Name the Birthfather gives the T'Skrang.
The Second One is the Name of the Niall of the T'Skrang.
The Third One is the Name chossen by T'Skrang himself.
The Fourth could be the Name of the Aropagoi.

e.g.

Jedaiyen Ayodya T'selas K'thenshin

Jedaiyen = by his Keeper in the pool
Ayodya = Name of the Niall (near the Ayodya)
T'selas = choosen by himself (named from a Hero of a Legend)
K'thenshin = after 1510TH the T'Skrang decited to be a part of the Aropagoi

Title: **Re: Naming Guidelines**
Post by: Dammi on **May 17, 2010, 10:07**

Quote from: Sushy on May 17, 2010, 08:27

> The only "Convention" I can remember is the naming of T'Skrang.

There's a similar thing for trolls as well. However, these are more of an in-game convention, not a "look-and-feel" kind of thing developers would apply (for example, the t'skrang convention would still allow you to come up with "Karl-Franz Eggwaster Cookiemuncher T'kambras"). ;D (Exaggerated, I know.)

Title: **Re: Naming Guidelines**
Post by: **Sushy** on **May 17, 2010, 14:58**

Cool, I should use this name for my next T'skrang :).

Title: **Re: Naming Guidelines**
Post by: **Sethariel** on **May 17, 2010, 15:14**

Still there are examples when RedBrick does not change all of the names, leaving that as a sort of authors privilege to choose the names for the characters...

For instance in **Burning Desires** there are a lot of names, that for me don't sound earthdawnish at all.

Rhostislav Holota
Narine Skobaleva
Elzbieta Ricomis

These sound very slavish. I'm from Poland, so for me they don't even sound like fantasy names... I would not use them during the game session, they would sound silly. But it's all about the cultural background...

Title: **Re: Naming Guidelines**
Post by: **Citizen Joe** on **May 17, 2010, 16:25**

I think that longevity may have a great part in naming conventions. Orcs for example don't live that long and as such need to reproduce a lot. The large number of incoming babies combined with their lower life expectancy means that you need a simple way of generating names. That could lead to the Name giver just looking outside after birth for a couple objects to symbolize the birth.

Meanwhile, long lived elves need to have great meaning in their names since it would serve them for potentially centuries.

Of course, naming conventions would be tied more to the culture into which they were born than actual race. Likewise, languages could change the meanings of names. Someone could be named 'Bob' which in modern times is short for Robert. However, that same person could be from Urupa where the original intent was the bobbing action of a fishing lure, which implies good luck and wealth (a fish on the hook). So, he might introduce himself with his native tongue as 'Bob' but if he introduced himself in another language, it would be their word for bob, not the phonetic 'bob'.

This probably happens a lot with elves. They probably have some long flowing name, which in their own language is basically an evocative sentence. But then humans end up butchering the pronunciation so they just opt for the translation of part of their name. Then you get stuff like Lenneth Greenesleeves.

Title: **Re: Naming Guidelines**
Post by: Dammi on **May 17, 2010, 20:17**

Quote from: Sethariel on May 17, 2010, 15:14

> Still there are examples when RedBrick does not change all of the names, leaving that as a sort of authors privilege to choose the names for the characters...
>
> For instance in **Burning Desires** there are a lot of names, that for me don't sound earthdawnish at all.
>
> Rhostislav Holota
> Narine Skobaleva
> Elzbieta Ricomis

> These sound very slavish. I'm from Poland, so for me they don't even sound like fantasy names... I would not use them during the game session, they would sound silly. But it's all about the cultural background...

Yes, Andrew Ragland uses names from that region for Throal. I don't like them that much myself, but it was okay in the scope given.

(Of course, it's weird if the names sound very familiar. However, that is why I *love* playing Warhammer--they use german names which adds a whole level of hilarity to the game enjoyable just be us germans.)

Title: **Re: Naming Guidelines**
Post by: **Sethariel** on **May 17, 2010, 21:00**

> Quote from: Dammi on May 17, 2010, 20:17
> (Of course, it's weird if the names sound very familiar. However, that is why I *love* playing Warhammer--they use german names which adds a whole level of hilarity to the game enjoyable just be us germans.)

Sometimes I use familiar names myself, but they are usually on purpose, just to add that funniness factor to the NPC. Of course talking about **Earthdawn** now (or any fantasy RPG).

Warhammer in Poland seems to be played as a very grim and dark fantasy game, although my personal experience on that topic is really diverse. Funny how differently games are viewed around the world.

Title: **Re: Naming Guidelines**
Post by: **abandag** on **May 18, 2010, 00:25**

> Quote from: Citizen Joe on May 17, 2010, 16:25
> I think that longevity may have a great part in naming conventions. Orcs for example don't live that long and as such need to reproduce a lot. The large number of incoming babies combined with their lower life expectancy means that you need a simple way of generating names. That could lead to the Name giver just looking outside after birth for a couple objects to symbolize the birth.

Orks tell their mothers what to name them before they are even born, during a dream called (I think) the vravraka. So they don't have to worry about what to call their kid, the baby names itself.

Title: **Re: Naming Guidelines**
Post by: **werefrog** on **May 18, 2010, 02:45**

The Werefrog thought that Obsidimen were named after natural objects, such as gems or forms of rock. Maybe that's just how it works amongst the playergroups of The Werefrog.

Also, Windlings change their conventions every generation are so because they are constantly in flux. They do what they think seems fun at the time.

However, The Werefrog don't want to see an John Smith or other such commonplace names. The Werefrog like the somewhat different names.

Title: **Re: Naming Guidelines**
Post by: **ED_Chronicler** on **May 18, 2010, 04:52**

There are times in a story or an adventure where running into a John Smith type of name can tell you a lot about that character.

However, in terms of players, or main characters in a book, I'd agree in that I wouldn't want a John Smith name being used.

Title: **Re: Naming Guidelines**
Post by: **Citizen Joe** on **May 18, 2010, 13:24**

Actually Smith is a bad example because it is easily derived from their profession. i.e. John the Smith. John is also fairly universal as John, Jon, Jone, Joan, Juan, Johan, Yohan, Xian, Jan, Jahan

Here's a link to the origins of some names (http://www.localhistories.org/surnames.html)

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=4221.0. It is a snapshot of the page as it appeared on Nov 30, 2011 11:22:36 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by dammi earthdawn forum** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: UltraViolence on January 14, 2009, 14:27

Title: **Naming items**
Post by: **UltraViolence** on **January 14, 2009, 14:27**

What effect does naming an item have on the item.

I am still very hazy on this topic.

I have aplayer who wishes to name a sword. What effect would this have, if any?

Title: **Re: Naming items**
Post by: **BigBird** on **January 14, 2009, 14:42**

Quote from: UltraViolence on January 14, 2009, 14:27

> What effect does naming an item have on the item.
>
> I am still very hazy on this topic.
>
> I have aplayer who wishes to name a sword. What effect would this have, if any?

You may want to confirm what I am about to say, but I did read this last night..

Naming an item/person/place, is rather like naming your car 'Betty', making the item a loved item, but without any power..

However, if the Character spends time and invests Ledgend Points into this process they can weave patterns into an item/person/place, that imbues a magical power to that item. Check out Pattern Magic in the ED Manual for more help on this one..

Title: **Re: Naming items**
Post by: **UltraViolence** on **January 14, 2009, 14:52**

So does naming somthing create a true pattern in the item and is it possable for someone to thread through that item to the person who named it like you can with pattern items?

Title: **Re: Naming items**
Post by: Dammi on **January 14, 2009, 15:07**

Hiya!

Naming creates a True Pattern, but only under the right circumstances. Just deciding that your sword is named Bob doesn't do anything. If you perform a Naming Ritual under extraordinary magical circumstances (such as after an epic battle with a Horror), Bob the Sword may develop a True Pattern. Refer to the Player's and Gamemaster's Compendiums for more details on this.

best,

Dammi

Title: **Re: Naming items**
Post by: **UltraViolence** on **January 14, 2009, 15:18**

I kind of understand that bit. I am just confused as to what can be done with an item that is named, thread wise.

Title: **Re: Naming items**
Post by: **meldert** on **January 14, 2009, 15:27**

This question pop up on the **forum** from time to time... May I suggest a search?

Since I'm a nice guy here are two threads that discuss the matter:

http://www.**earthdawn**.com/**forum**/index.php?topic=1415.0
(http://www.**earthdawn**.com/**forum**/index.php?topic=1415.0)

http://www.**earthdawn**.com/**forum**/index.php?topic=1400.0
(http://www.**earthdawn**.com/**forum**/index.php?topic=1400.0)

Title: **Re: Naming items**
Post by: **griton** on **January 14, 2009, 17:27**

Quote from: UltraViolence on January 14, 2009, 15:18

> I kind of understand that bit. I am just confused as to what can be done with an item that is named, thread wise.

Initially, nothing. If the GM feels that the item has developed a significantly sufficient legend, then *perhaps* it *might* develop a power of some kind, and the owner would be able to use it. Generally though, these Legendary items are created through significant events, and not on a conscious effort on the part of the owner, their powers used by future owners of the items.

Alternatively, you can look into the Enchanting process to add power to an item. (How common magical items are created)

As for whether the item will become a pattern item for the owner or not, is a different story. This can happen regardless of whether the item is Named or not, and just has to have significant interaction with and hold significant meaning to the entity it is a pattern item for (and then MAYBE it will become a pattern item). The only purposeful pattern item creations are in forming a Group True Pattern. And in all cases, it comes down to the GM thinking it'd add something to the game.

Title: **Re: Naming items**
Post by: **Rogan Rubyeye** on **January 15, 2009, 14:49**

Yup, as Griton says above, its entirely up to the GM. Naming is an important fundamental law of how magic interacts with the **Earthdawn** world and should not be undertaken lightly. If just anyone went about Nameing things willy-nilly, then it'd lose its potency by being too common. (Hmmm, perhaps that's what drained the magic out of the world?)

The main reason, of course, is to maintain game balance. Sure, your character can Name their sword. This makes it develop a True Pattern, albiet a very, very, very weak one. but once a True Pattern has been established it can grow by association with magical energies. The more potent and frequent the magical energies it interacts with, the more powerful it should become. But, by being exposed to the events and circumstances behind those magical energies it will dvelop its own powers as influenced by those same circumstances and events. Maybe one day it may manifest said powers, but in the end it is pretty much down to chance (and the GM's whim) on whether or not it manifests.

I would be a bit more lenient on a character who created/Named a sword for a Group Pattern ritual, however. If appropriate to the character and his role in the group then the sword becomes a Minor Pattern Item and thus enables the character to waeve threads through it to their pattern. But then, they'd better keep it about, even if they come across a "bettter" magic sword in the future.

I've had a fair share of my players who tried it on (min/maxing or metagaming) by attempting to Name their weapons for increased magical potential. I made sure that they learnt the error of their ways when nothing happend but these items were then either stolen, discarded or sold off for "better" weapons and stuff. Eventually they annoyed a Theran adept who managed to acquire these heroes' first weapons and create a ritual to work against them - part thread/Pattern Item use. I do the same thing with Blood Charms too - so players keep on their toes about how often they use them. Who knows if that used Death Cheat charm is going to be picked up by a nethermancer who doesn't like you.

Title: **Re: Naming items**
Post by: **Merfak** on **January 15, 2009, 21:37**

That's evil, I like ;D
Back in my first ED group I ran a Skrang Swordmaster. I couldn't make a wound balance role to save my life and ended up on the ground more ofter then not. Funny thig was that when on the ground and making a desparation tail attack I would hit. Our weaponsmith forged a special dagger for my tail and about a year(game wise) later the group had named it and the GM made it magical. Of course by that time I had increased wound balance enough that I stayed standing more often then not but hey I had a magical dagger on my tail...

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=7117.0. It is a snapshot of the page as it appeared on Nov 23, 2011 08:30:06 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by drucifer earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => Sourcebooks => Topic started by: le_dirk on April 14, 2010, 10:39

Title: **Nations of Barsaive I: Throal**
Post by: **le_dirk** on **April 14, 2010, 10:39**

Hi
Today I got my new **Earthdawn** Book Throal! It looks realy good. Nice cover!

But I was a little bit disapointed, wenn I realised that you didn`t put in all the character stats like in the classic book.

I realy love to have all these stats.

Are you planing to bring them out later?

Thx

Title: **Re: Nations of Barsaive I: Throal**
Post by: **Dammi** on **April 14, 2010, 11:22**

Hiya!

Yeah, a lot of these went to the cutting room floor due to page count limitations (that's what was good about using Print on Demand). We want to submit some of them to Mongoose (for publication in their house magazine Signs and Portents), and eventually layout the rest as free downloads (which has a very low priority because of all the other stuff we're doing).

Best,

Dammi

Title: **Re: Nations of Barsaive I: Throal**
Post by: **Kasbak** on **April 14, 2010, 16:24**

I don't think I'd even mind buying a big book of stat blocks if it included enough information. Like another Creatures of Barsaive, but for adepts. Wouldn't do me quite as much good since I'm sticking with EDC, but from what I've seen I think I'd just have to change the dice for each step number.

Title: **Re: Nations of Barsaive I: Throal**
Post by: **Sethariel** on **April 14, 2010, 17:40**

Quote from: Dammi on April 14, 2010, 11:22

> Yeah, a lot of these went to the cutting room floor due to page count limitations (that's what was good about using Print on Demand). We want to submit some of them to Mongoose (for publication in their house magazine Signs and

> Portents), and eventually layout the rest as free downloads (which has a very low priority because of all the other stuff we're doing).

I think I would rather have it in one place, so if RB was to prepare some character stats from Nations of Barsaive I would vote for free PDF file on RB site.

Title: **Re: Nations of Barsaive I: Throal**
Post by: **werefrog** on **April 14, 2010, 17:53**

The Werefrog think a book of NPCs stats would be great. The whole book is a supplemental book that simply has the stats and stories of the notable NPCs that the party may encounter as well as some generic henchman type NPCs.

It could be organized based on where the NPC lives.

Title: **Re: Nations of Barsaive I: Throal**
Post by: **ED_Chronicler** on **April 14, 2010, 18:22**

It could even be called the:

Nations of Barsaive: Character Companion

Title: **Re: Nations of Barsaive I: Throal**
Post by: **le_dirk** on **April 15, 2010, 00:09**

Yes I would realy like to see this book

Title: **Re: Nations of Barsaive I: Throal**
Post by: **Stentor3** on **April 15, 2010, 04:18**

I would totally get a book like that, it would be really cool and very handy for referencing.

Title: **Re: Nations of Barsaive I: Throal**
Post by: Drucifer on **April 15, 2010, 09:00**

Not being much of a stat block fellow myself, I think that the following is just enough of what I need.

Discipline
basic stat values
Circle rank
a list of skills
and any notable special abilities.

Thanks
Drucifer

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=7864.0. It is a snapshot of the page as it appeared on Nov 21, 2011 21:43:24 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: Lurker1187 on April 13, 2011, 19:36

Title: **New Earthdawn GM needs some help**
Post by: **Lurker1187** on **April 13, 2011, 19:36**

Hi, everyone. I've been a gamer for year and years, but my group hasn't done much with **Earthdawn**. We played a few sessions many years ago (1st edition), but the campaign quickly fell apart due to attendance issues. I had good memories of the world, so-so memories of the rules.

Recently, I decided to run some **Earthdawn**. I love the setting, love the way the power progression of the players is linked to the inherent magic of the setting (Legend), and all the fluff. I read the rules, my players worked up some good characters (for the most part :)), and we were off.

We've got a couple-three adventures under out belts now, and some things are starting to confuse / grate about the rules, and I was wondering if some experienced **Earthdawn** GMs could offer us some advice. I'll list our issues below.

1. Healing:

Injuries take a long time to heal. Sure, it's more "realistic" and all, but it kind of slows down a high adventure story when when even the big bruisers have to camp for a day or two to heal up after a decent-sized fight. Sure, you could argue that it's part of the game's style, but this is a world that (finally!) has a good justification for the dungeon (Kaer) crawl scenario. It seems that you're very limited by your number of recovery checks.

Healing potions aren't really easy for low-Circle Adepts to get ahold of, either. 300sp for something that vital seems like it might be a touch pricey. Sure, experienced Adepts could afford things like that, no problem, but I'm not sure they'd need them as much as lowbies do.

Sure, there are Questors out there, but the only ones with decent healing gifts follow the Passion of the hearth & home. Not exactly the types to head out into the unknown with a band of Legend-hunting Adepts.

My group is kicking around fixes for this. Some have suggested a free recovery after each fight, after a five-minute rest. Others suggest that all Recovery tests are assumed to max out (without exploding, obviously).

It's frustrating. A challenging fight really seems to require a group to stop everything and hunker down to heal for a day or so. Does anybody have a house rule, or an insight that might make this situation better?

2. Legend Points

Here's something that I've read and I'm not sure I'm getting it. I've been going by the chart & statements in the book that state that first-circle types should get a maximum of 300 legend points for a session. That's fine, but there are places where it states that you

get Legend points based on what you fight. Looking at the chart / explanation in the book, the maximum amount of Legend you should get from fighting should be about 100 points of the aforementioned 300 points per session. The two statements don't seem to match up. If my Adepts have a tough fight with critters that should net them more than 100 Legend in a session, am I short-changing them by dishing out the Legend as written, or am I doing things right?

3. There is no #3

That's about it. Initiative is slow, but there's not a lot of ways to speed things up with the way many Talents work. I'd happily deal with the slightly clunky initiative system if we could get our two main issues worked out.

Again, I really like the setting, the background, the cultures, the whole ball of "fluff" wax. I'd really love to find some fixes that will let me get on with the campaigns I have in mind. Finding a new system for the setting would be a big pain in the hindquarters, requiring a lot more house rules than fixing our problems with **Earthdawn** would. Can you help us out here? My thanks in advance.

Title: **Re: New Earthdawn GM needs some help**
Post by: **treorai** on **April 13, 2011, 19:51**

Quote from: Lurker1187 on April 13, 2011, 19:36

> 1. Healing:
>
> Injuries take a long time to heal. Sure, it's more "realistic" and all, but it kind of slows down a high adventure story when when even the big bruisers have to camp for a day or two to heal up after a decent-sized fight. Sure, you could argue that it's part of the game's style, but this is a world that (finally!) has a good justification for the dungeon (Kaer) crawl scenario. It seems that you're very limited by your number of recovery checks.
>
> Healing potions aren't really easy for low-Circle Adepts to get ahold of, either. 300sp for something that vital seems like it might be a touch pricey. Sure, experienced Adepts could afford things like that, no problem, but I'm not sure they'd need them as much as lowbies do.
>
> Sure, there are Questors out there, but the only ones with decent healing gifts follow the Passion of the hearth & home. Not exactly the types to head out into the unknown with a band of Legend-hunting Adepts.
>
> My group is kicking around fixes for this. Some have suggested a free recovery after each fight, after a five-minute rest. Others suggest that all Recovery tests are assumed to max out (without exploding, obviously).
>
> It's frustrating. A challenging fight really seems to require a group to stop everything and hunker down to heal for a day or so. Does anybody have a house rule, or an insight that might make this situation better?

I haven't really had a problem with this, honestly. An Elementalist in the part makes a world of difference with Heat Food, which is certainly part of it, but my group plays more of the "One or two major fights rather than dozens of pointless ones" method, which the system seems to favor. Also, if a character has the Alchemy Skill, they can make healing aids. Or if your party has a Shaman, they can do so with Half-Magic. In the end, though, the speed of healing hasn't really affected my group.

Quote

> 2. Legend Points
>
> Here's something that I've read and I'm not sure I'm getting it. I've been going by the chart & statements in the book that state that first-circle types should get a maximum of 300 legend points for a session. That's fine, but there are places where it states that you get Legend points based on what you fight. Looking at the chart / explanation in the book, the maximum amount of Legend you should get from fighting should be about 100 points of the aforementioned 300 points per session. The two statements don't seem to match up. If my Adepts have a tough fight with critters that should net them more than 100 Legend in a session, am I short-changing them by dishing out the Legend as written, or am I doing things right?

The Legend Point Awards listed for fighting creatures is more intended as a guideline for figuring out how challenging the creature will be to certain circles. If you want your players to fight something bigger, then they should get more LP for it. The chart is a guide, not a set in stone rule.

Quote

> 3. There is no #3
>
> That's about it. Initiative is slow, but there's not a lot of ways to speed things up with the way many Talents work. I'd happily deal with the slightly clunky initiative system if we could get our two main issues worked out.

Difference in tastes here. I haven't found the initiative system to be all that clunky. Everyone at my table is aware of what they roll for their initiative, and I just go clockwise around the table asking them to tell me what they got, and I write it down. I kind of dismiss the whole "declaration phase" thing and just have people figure out what they are going to do on their turn. Maybe that would help your group?

Quote

> Again, I really like the setting, the background, the cultures, the whole ball of "fluff" wax. I'd really love to find some fixes that will let me get on with the campaigns I have in mind. Finding a new system for the setting would be a big pain in the hindquarters, requiring a lot more house rules than fixing our problems with **Earthdawn** would. Can you help us out here? My thanks in advance.

Hopefully what I mentioned above will be of some help!

[/quote]

Title: **Re: New Earthdawn GM needs some help**
Post by: **Flowswithdrek** on **April 13, 2011, 20:18**

Healing

Is it all about healing or about taking damage in the first place?

Avoiding the Damage

1. If your players are new to the game perhaps they haven't fully grasped everything about their characters yet. That perhaps given the choice they my like to swap some stats about, make themselves tougher and maybe gain an extra recovery test or put up their dexterity and make themselves harder to hit.

2. Are they utilising all their kick ass abilities. My players still struggle with the concept that you can have more than one attack in the game and therefore deal out more damage, therefore reducing what you take.

3. Do they have sufficient armour?

4. Another issue my players have (most of them) is a fear of using karma to bolster their talents for full effect, again if they optimise the use of their talents they may not take as much damage as they have been.

Rule Change

Healing works for me personally as it is but,

5. If none of the above works and you still feel the need to change the rules how about allowing them to use karma on their recovery tests. An extra dice would make all the difference and karma doesn't come free (unless you play it that way, some do).

6. However if you think a rule change is necessary rather than coming up with a new one and creating extra book keeping how about just make potions cheaper and more available. No real rule change needed, just a price drop.

Other ways

7. Do they have the physician skill? Every little helps!

8. If you are as a gm routinely dealing out a lot of damage, you could pull some of the hardest blows.

9. Include some kind of healing in your adventure, for example almost every kaer has a statue of Garlen. Drinking from a fountain that runs through Garlen's cupped hands could act as a healing potion or grant an extra recover test.

10. Eating a hearty meal the night before could grant an extra step to the first recovery step in the morning.

That should keep you going for a bit.

Title: **Re: New Earthdawn GM needs some help**
Post by: arma on **April 13, 2011, 21:06**

Re 1:
With the concept of Recovery Tests, there is no close-to-unlimited healing in **Earthdawn** like other games have it. Or thereabouts.
Even once you can afford plenty healing potions, the 8 points one heals on its own on average won't be much, you'll need 10 to heal back up after a good fight...
There's powerful healing magic in the mid-levels, but even then, it'S still tied to Recovery Tests...

ED is very much a "one or two fights" game. You won't go through a kaer fighting a series of a dozen encounters, each of which is supposed to take a small amount of your resources. ED is geared towards having maybe a minor, and then one big fight, one that takes all you got.

Also, you're supposed to take your time. Especially downtime-wise, ED is slow-paced.

You can always just say sleeping completely heals you and gives you Recovery Tests to use during the day if you want to pace it faster. Or that you get back all Recovery Tests after an hour of rest.
The solution for you is obviously based on how close you want one fight to follow the next, so the healing rate has got to be appropriate to that.

Re 2:
There's no direct relation between Creature X and it's absolute reward.
This ties into the "one big fight" thing from above.
What the rules mean to say is:
"In an adventure, you should have a Conflict. If there's been a Conflict, give out one Award for Conflicts. The Award falls into a certain range, choose a value inside that range depending on how tough it was."
So, a creature that has a Legend Award of First Circle just indicates what type of character it challenges, it doesn't translate into Legend Points directly. If an adventure has creatures that are a tough challenge, choose an award high up in the range. If you've been going easy on the players, in the lower range.

If you have a lot of fights, it may seem this doesn't work, since the characters have been fighting more creatures than they were supposed to.
In case you give them the means to do it, however (for example by making healing easier as laid out above), it will work out again.

Title: **Re: New Earthdawn GM needs some help**
Post by: **Seb_Wiers** on **April 13, 2011, 22:32**

You can do a lot more than one or two fights IF you don't have the opponents fight to the death. Unless otherwise noted in the description, most creatures will try to retreat after taking a bit of damage. Adepts and sentient creatures can surrender or negotiate. Many encounters with creatures won't even require combat to defeat / bypass the obstacle, if you have the right talents / spells.

Title: **Re: New Earthdawn GM needs some help**
Post by: **Telarus** on **April 14, 2011, 01:23**

I'll echo a lot of the above, especially the "don't fight to the death" rule, er guideline. If you're packing combats together, you just need to call a break after a few and call the action so far "one Session". Then choose on the Legend Award Scale (high for a tough fight or more PC resources depleted, low for an easy fight) as Arma suggested.

I have given out one "session's" worth of LP to my players for playing out bluffing their way past the orc guards to see Garlthik One-Eye. Same LP if they fought and defeated the same number of Scorchers in combat (defeat =/= death, necessarily, just driving them off and 'winning the day').

Can you give us a better idea about you party's makeup (Disciplines) and play-style?

Title: **Re: New Earthdawn GM needs some help**
Post by: **Raven Bloodeyes** on **April 14, 2011, 04:42**

Another way to put a "band aid" on the healing issue was a trick one of my ED GMs used to use.... he had many places sell "Healing Herbs", which we came to call "packets", for a minor fee and allow them to use a recovery test during combat with a +2 or +3 bonus. This usually knocked it up to 2 dice, which at 1st and 2nd Circles helped a good bit. It's not a fundamental change, but did help early on for us in that one campaign. That GM tended to like lots of smaller combats OR many skirmishes in one large battle, so that bit of healing really helped make it feel more possible at low Circles.

Title: **Re: New Earthdawn GM needs some help**
Post by: **The_Gun_Nut** on **April 14, 2011, 14:48**

I think I'll echo what Flows was saying earlier about avoiding damage.

(1): Recall that there are no real restrictions on armor other than how much weight the character can carry. So getting some decent armor and a shield isn't a bad idea for anyone.

(2): Anyone can default to the Avoid Blow or Parry skills (although this makes them more difficult), and anyone can grab a rank or two in each to help bolster their defenses. These two skills (which some adepts can get as talents) can dramatically reduce incoming damage. They are highly recommended.

(3): There are some defensive combat options that are worth looking into if the PC does not wish to be hit. There are even some *offensive* combat options that allow the PC to hit harder and more often. This will drop opponents faster, thus reducing the damage the PC's take.

Title: **Re: New Earthdawn GM needs some help**
Post by: **Cheops** on **April 14, 2011, 15:40**

I've only found healing damage to be an issue at lower circles or in groups with no spellcasters. As you gain circles the healing abilities of most groups goes through the roof. Groups can easily hit Step 50 recovery tests with spells. On top of that by Journeyman most of the melee classes have their full compliment of defensive talents and should be avoiding/riposting/anticipating etc most attacks.

Title: **Re: New Earthdawn GM needs some help**
Post by: **ManDrake** on **April 14, 2011, 18:28**

1) I don't think I've ever had a group without an elementalist come to think of it so Heat Food was always available. But beyond that, the Physician skill is critical to solve your problem with no House Rules required. That really allows even non-Magic using groups to survive the battle. Also I don't know if they are still used in Third Edition, but we had things like Bloodwort, Bog Moss, Garlen's Hand, Mahogany Trinrose, Mist Blossoms, Mynbruje's Balm, Sarfran, and Vreela for such issues as well. Just have the players train to get Physician's skill and give them access to some of the Herbal options and they should be good. They can give extra recovery tests and bonus recovery steps for different kinds of damage. Also remember that the Alchemy skill allows you to make your own potions, of all types. At a quarter to half the cost listed in the books. I don't think the system is inherently broken so much as it assumes that you'll not rush into the wilderness unprepared for the realities of combat.

2) On the Legend Points limitations, I think that was an effort to balance out the potential damage delivered (because that is part of the Legend Point calculation), so you don't run into issues that you mentioned with excessive damage. Personally in my games, I usually offer more potential Legend Points based on the decisions the players make. I usually have a current circle path, then a couple circles higher path, and then an Epic path they can take, which is extremely deadly. And I try to throw some clear warnings in when they start down a path that's going to be very dangerous for them. But if they are crazy enough to try it, who am I to stand in the way of them building their legend.

Title: **Re: New Earthdawn GM needs some help**
Post by: **Quorlox** on **April 14, 2011, 18:49**

Quote from: Lurker1187 on April 13, 2011, 19:36

> 1. Healing:
>
> Injuries take a long time to heal.
>
> ...
>
> My group is kicking around fixes for this.

IMO, healing is one of the better parts of the ED system because everybody can heal without the need for a cleric. I've had pretty good success running constant combat adventures without healing slowing down the flow of the story.

If they have to wait a day or two at lower Circle, just have everybody roll their Recovery Tests after finding a safe place to hole up and move on with the story. Any "fix" at low Circle will make healing insane at higher Circles so I'd encourage your players to grin and bear it. Once you start stacking Heat Food, Invigorate, Fire Heal, Fire Blood, etc. they'll be healing up in no time.

Quote from: Lurker1187 on April 13, 2011, 19:36

> 2. Legend Points
>
> If my Adepts have a tough fight with critters that should net them more than 100 Legend in a session, am I short-changing them by dishing out the Legend as written, or am I doing things right?

We use the LP award system from older ED versions that assigns each antagonist an LP value (e.g. a cadaver man is worth 110 LP) so if the PCs defeat 20 cadaver men, they split 2200 LP regardless of Circle.

Title: **Re: New Earthdawn GM needs some help**
Post by: **Khelar** on **April 14, 2011, 21:13**

I've always considered the low-powered healing in **Earthdawn** to be one of its main strengths. However, my view of **Earthdawn** is a gritty amalgam of Medieval Fantasy, Horror, and Ancient Greece. I don't see it as a high-powered, High Fantasy game like D&D.

My Barsaive is a dangerous place. Its people are morally grey with mostly selfish motivations. Its wildernesses are unforgiving and ruled by ferocious beasts. Its lost kaers and citadels are Horror-tainted and likely to drive adventurers mad. And it is full of mysteries I have no intention of explaining at some later point in the plot.

However, my players luckily have some defenses against this. Between them, they have decent skills at Botany, Wilderness Survival, Physician and Cooking. You'd be amazed what wonders this can do for their healing ability. They also spent a large sum of silver to buy a stash of Booster Potions, which have caused me no end of annoyance :). (How can you call this a "low healing" game when a party of 2nd Circle characters can come to near -death, and be perfectly fine two days later?).

If you are concerned about low-Circle characters surviving, here are some things you can do:

1. I let them "find" a few Booster potions during their first kaer crawl. I actually regret doing this as it gave them an unrealistic expectation of how easy it should be to find healing magic. For a while, they were unwilling to use their ordinary, unboosted Recovery tests, thinking that the potions were necessary to get any real healing done. I've corrected this by not allowing them to "find" any more Booster potions since then...they've had to buy them with their hard-earned silver, and most merchants don't even carry more than 2-3 at a time.

2. Healing herbs! There are tons of different kinds. They are weaker than Booster potions (typically 3-5 steps rather than 8), which makes them less unbalancing.

3. Cooking. This is a great option if someone took Cooking as their artisan skill. When the party sets up camp, have him roll to see how good a meal he makes. If it's good, you can give 1-2 steps to Recovery tests made by everyone who eats it. You can also extend this to buying a decent meal at a tavern...good food promotes good health.

4. Versatility. The party's Human Warrior recently learned Fireblood...very useful to have if combat is not going well. Fire Heal is another great one, it's an easy way to get a few extra Recovery tests.

5. Camp longer. My group does this all the time. They'll go partway into a kaer, decide they've been hurt enough, and then retreat far outside and set up camp for as long as it takes to heal (i.e. 2-3 days). There's no need to narrate each individual day. You should occasionally trip them up by: A. making it hard to retreat, B. having something happen to them while they are camped, C. having enemies return to the area and reset traps, or D. putting them under time constraint. Of course these should only be used when they actually make sense. The party's strategy in this case is logical and should work unless there is some good reason for it not to.

6. Magic. In general, magic should not give free Recovery tests...it should nearly always cost a Recovery test to do any healing; however, you might have things that give bonuses or give special abilities like allowing instant use of Recovery without taking time to rest. These sorts of things should be expensive (i.e. in terms of LP), and rare. One good example is the Butterspider Box...this allows you to "save" a Recovery test for another day, and use it instantly when you want. It doesn't sound like much, but it's quite useful, as you can store a Recovery test during downtime and then use it later.

7. Questors of Garlen. In my Barsaive, these are quite rare. I think they would only show up as an important plot point. In other people's Barsaive, it seems they are more like Doctors Without Borders.

8. A "good" Nethermancer. Nethermancers of 6th or higher Circle start to learn some

very powerful healing spells. Of course, finding a kind-hearted Nethermancer who only wants to help his fellow Namegiver should be quite tough. And even such a Nethermancer is probably creepy and feared by the local populace.

Title: **Re: New Earthdawn GM needs some help**
Post by: **Crusufix** on **April 15, 2011, 12:52**

Quote from: Lurker1187 on April 13, 2011, 19:36

> 1. Healing:
>
> Injuries take a long time to heal.

As has been mentioned a few times, ED isn't about battle after battle. THOUGH if you want a more action oriented game I've found that a simple change to Strain helps a WHOLE lot. I've made it so that all Strain is automatically regained after a full nights rest.

Quote

> Healing potions aren't really easy for low-Circle Adepts to get ahold of, either. 300sp for something that vital seems like it might be a touch pricey.

Don't forget about Booster potions. These are relatively cheap and are invaluable to players. I will often provide a few as loot found or quest rewards.

I've also made a slight change to Healing potions and I allow them to be used in the middle of combat. Though they are a little hard to come by.

Quote

> 2. Legend Points
>
> Here's something that I've read and I'm not sure I'm getting it. I've been going by the chart & statements in the book that state that first-circle types should get a maximum of 300 legend points for a session. That's fine, but there are places where it states that you get Legend points based on what you fight. Looking at the chart / explanation in the book, the maximum amount of Legend you should get from fighting should be about 100 points of the aforementioned 300 points per session. The two statements don't seem to match up. If my Adepts have a tough fight with critters that should net them more than 100 Legend in a session, am I short-changing them by dishing out the Legend as written, or am I doing things right?

Here is the way I see LP rewards.

A 1st Circle adventurer should get a session reward of ~300LP. If you have 4 players that means 1200LP in total per session.

So say you want a combat heavy session you look at the creatures and find 500LP worth of creatures to throw at them. You can split this up into two 75LP encounters and one challenging 350LP encounter (in ED3 terms 2 groups of 4 1st circle creatures and 1 third circle (group) encounter). The 350LP encounter will be very difficult for your group and you should be careful doing something like this.

The other 700LP would be rewarded via Role-playing, treasure worth LP and completing the session goals as you see fit. This does require some forethought and planning ahead of time, mapping out goals and planning treasure drops, etc.

Quote

> 3. There is no #3
>
> That's about it. Initiative is slow, but there's not a lot of ways to speed things up with the way many Talents work. I'd happily deal with the slightly clunky initiative system if we could get our two main issues worked out.
>
> Again, I really like the setting, the background, the cultures, the whole ball of "fluff" wax. I'd really love to find some fixes that will let me get on with the campaigns I have in mind. Finding a new system for the setting would be a big pain in the hindquarters, requiring a lot more house rules than fixing our problems with **Earthdawn** would. Can you help us out here? My thanks in advance.

I find once the group gets use to the combat in ED that the initiative phase starts to get

much faster. The declaration phase is mostly bypassed as everyone figures out what they usually do and only changes out of the ordinary need to be announced. Once the group gets into a pattern it will start to flow naturally and takes less than 30 seconds to go around the table and grab initiative scores. It just takes some time getting use to the flow.

Title: **Re: New Earthdawn GM needs some help**
Post by: **stormcrow** on **April 15, 2011, 13:22**

1.
I have found the same as Cheops. Healing is generally only an issue early on so I encourage you to be patient. I also agree that this is a great part of the game as you really see your characters abilities develop. There are some very effective spell combinations in particular that help out but I would need to know what the specific Disciplines are to help you with them. You'll probably find that your player's find these out as you go along though.

2.
I tend to give set legend points out based on what would be expected per session so that I don't need to worry about what encounters were defeated. Then give bonuses legend awards to individuals for gameplay I particularly like.

Title: **Re: New Earthdawn GM needs some help**
Post by: **Cheops** on **April 15, 2011, 15:46**

Yeah I usually just eyeball legend points. If you just do the suggested number of awards per session then you get a nice steady progression of about 1 circle every 5 sessions on average. So you can expect at least 75 sessions to hit Circle 15 which is a decent length of time.

Although it sounds like ED3 has messed around with LPs so I'm not sure if it still works the same way (I'm still with EDC).

Title: **Re: New Earthdawn GM needs some help**
Post by: arma on **April 15, 2011, 18:57**

Quote from: Cheops on April 15, 2011, 15:46

> Although it sounds like ED3 has messed around with LPs so I'm not sure if it still works the same way (I'm still with EDC).

The award table is still based on "it takes X sessions of average awards to reach the next circle if you learn the bare minimum", just as in EDC.
Advancement rule changes mean you can't choose what to use to advance as freely, though.
The only change to Lp awards was eliminating one step of Lp calculations from determining Conflict LP, e.g. EDC says "a character of Xth Circle should receive between Y and Z LP for conflicts, so go choose creatures with a total LP that falls within that range" while ED3 says "choose creatures appropriate for an Xth Circle adept and award between Y and Z LP".
It's the same from the principle of it, you get an award's worth, but the award is tied to the characters, not the creatures. Previously, groups strong on combat would get more LP because they could defeat stronger creatures, but there was no real balancing that with social-heavy or investigative groups.

Title: **Re: New Earthdawn GM needs some help**
Post by: **Quorlox** on **April 16, 2011, 16:56**

Quote from: arma on April 15, 2011, 18:57

> Previously, groups strong on combat would get more LP because they could defeat stronger creatures, but there was no real balancing that with social-heavy or investigative groups.

We give LPs for "defeating" an opponent, regardless of the mechanism of that defeat. And hack n' slash can't accomplish all goals. A combat group that killed a merchant wouldn't gain a lot of LP if killing the merchant didn't advance the story. Adepts shall not live by swords alone.

Title: **Re: New Earthdawn GM needs some help**
Post by: **The_Gun_Nut** on **April 16, 2011, 17:38**

They're too crunchy, for one thing. :P

Title: **Re: New Earthdawn GM needs some help**
Post by: **Cheops** on **April 18, 2011, 17:08**

Quote from: arma on April 15, 2011, 18:57

> Quote from: Cheops on April 15, 2011, 15:46
>
> > Although it sounds like ED3 has messed around with LPs so I'm not sure if it still works the same way (I'm still with EDC).
>
> The award table is still based on "it takes X sessions of average awards to reach the next circle if you learn the bare minimum", just as in EDC.
> Advancement rule changes mean you can't choose what to use to advance as freely, though.
> The only change to Lp awards was eliminating one step of Lp calculations from determining Conflict LP, e.g. EDC says "a character of Xth Circle should receive between Y and Z LP for conflicts, so go choose creatures with a total LP that falls within that range" while ED3 says "choose creatures appropriate for an Xth Circle adept and award between Y and Z LP".
> It's the same from the principle of it, you get an award's worth, but the award is tied to the characters, not the creatures. Previously, groups strong on combat would get more LP because they could defeat stronger creatures, but there was no real balancing that with social-heavy or investigative groups.

This is actually how I handle it in EDC anyway. Good to know I am ahead of the curve.

Title: **Re: New Earthdawn GM needs some help**
Post by: **Lurker1187** on **April 22, 2011, 22:27**

Thanks for all the replies, all! Sorry I've been slow in responding, but I've been up to my neck in antibiotics and painkillers this last week. Stupid wisdom teeth... :(

I'm definitely going to continue on with **Earthdawn**. To clarify where I'm coming from, I'm currently running two games - one for my larger weekend group and one for my smaller weeknight crew. The weekenders have a fairly fighter-heavy group - lots of warriors / a sky raider / an archer, who are accompanied by an elementalist and a wizard. That group hasn't had so many problems with combat, yet.

The weeknight group is where thing have come to more of a boil. We have a Troll Horror Stalker, an Ork Liberator, an Ork Sword Master, and a pair of NPC Orks (Nethermancer & Beast Master). Still fairly battle-worthy, but not as focused on it as the others. They are the ones who encountered a tomb and plundered it for fortune & glory... and ended up getting mauled on several occasions.

Part of this is an RP problem, I know. Orks are very "damn the torpedoes," and my players are in character when they rankle at taking things carefully. They feel they're not being true to their characters if they take things too slow, and don't like the fact that they seem to be headed for death because they're in character.

It seems like I'm doing the XP thing right... so I just have to convince my ever-greedy players of that ;D

Anyhow, to keep the conversation going, what spells and talents do you think make a big difference in recovery?

Title: **Re: New Earthdawn GM needs some help**
Post by: **ManDrake** on **April 23, 2011, 13:08**

Sorry to hear about your illness, definitely focus on getting better first.

There are tons of good spells out there, many of been mentioned previously. I'm only listing the ones 5th Circle and below because those are the ones that players are most likely to know a "guy" that can provide something like this for them. In my games, I have a special Inn (of the four magi) that offers these kinds of options for Adepts at a fairly reasonable price.

Heat Food - 1st Circle Elementalist spell. - The easiest healing spell to get, it's what makes the Elementalist infinitely better than the Nethermancer. Requires food as a component is the only downside.

Air Mattress - 2nd Circle Elementalist spell - If you get 8 hours of uninterrupted sleep (see Healing Sleep option to guarantee) gives players a bonus to recovery tests.

Circle of Well Being - 4th Circle Illusionist Spell - Anyone taking a recovery test in the circle adds the Illusionists Willforce to their recovery test results.

Awaken -5th Circle Illusionist Spell - Wakes up Unconscious characters and gives them a boost that recovery test they get to make when awakened.

Last Chance - 4th Circle Nethermancer Spell - Basically does the same thing as a Last Chance potion. Brings a player back from the dead and gives a bonus to that recovery test.

Healing Sleep - 3rd Circle Wizard Spell - Doubles the players number of Recovery Tests for the next day, but they have sleep a solid 8 hours. All tests the next day have a bonus as well.

Relax - 4th Circle Wizard Spell - Decreases time between recovery tests from an hour down instant depending on the Wizard's Willforce roll. And gives a bonus to the recovery test.

Invigorate - 5th Circle Wizard Spell - A bonus to recovery tests that lasts for hours.

In the Talent arena once again the Elementalist Shines on this front as well.

Fire Heal - Allows Elementalist to gain extra recovery tests for himself. But it has two talent knacks, one allows him to heal his own wounds instead of getting recovery tests. And the other allows him to give recovery tests to others.

Fireblood - Allows warrior types to heal themselves in battle immediately after damage. There is a Talent Knack that allows them to heal a wound immediately after being taken. But it only works immediately after the damage is taken. And in first and second edition it was mostly restricted to Sky Raiders at lower circles. But was a popular Versatility talent for warrior type humans.

Bloodshare - Allows Calvarymen to transfer damage to their mounts, which most don't do until they can use their mount healing talent. Something similar also exists if you use certain advanced forms of blood magic to bond two people, but that is extremely rare.

Questor of Garlen Healing Talent - Allows any questor of Garlen to heal someone. In the olden days it healed wounds as well, I believe that's completely removed from 3rd Edition.

LightBringer Talent - I hate the Lightbringers on principal mostly because I love blood magic and it's potential in **Earthdawn**. But the other choice is to turn one of the characters into a Lightbringer and have the others Oathtakers, at 4 circle of that talent

the Lightbringer can heal Oathtakers. It was insanely overpowered in 1st Edition as well, so that also contributed to my dislike, but I'll bet they've fixed it in 3rd edition for you.

But seeing the group you've got that's having the trouble, I see your issue pretty clearly. Narrow focus and limited flexibility is the only way to describe it. The Physician skill and the Herbal healing aids I mentioned in my previous post are the only easy way to help them out. 6 weeks or so of training and they can start getting some bonuses to healing that will increase their survival rates immediately. Also the Alchemy skill, I mentioned before is another good one, Elementalists gain this skill as a half-magic test in the older books, another plus for them.

If they are high enough level which I think they aren't, you can offer them the chance to pull talents from higher circles with the massive cost multiplier if that still exists in 3rd Edition, I suspect with the flexible talent selection setup, it wouldn't be allowed anymore. But like a Beastmaster could learn Bestial Resilience at 8th Circle for example. Or a Warrior could learn Vitality at 6th Circle. Of course paying 11 times the cost meant these talents seldom got about 1st or 2nd Circle, but some were so useful at those levels that players paid the price. Having the ability to get 1 or 2 extra recovery tests a day can turn the tide on healing that's for sure.

Another choice would be to look at their armor and weapons. And give them a boost there. A few extra armor points can definitely make a big difference for combat players. Some permanent versions of armor boosting spells might be a good choice.

Air Armor - 1st Circle Elementalist spell - Creates an air flow that makes a character's armor more effective. I added the side effect of it causing exposure faster in many situations to keep it balanced.

Shield Willow - 2nd Circle Elementalist spell - Adds a bonus to shield shatter threshold and bonus to armor and mystic armor rating of any shield.

Lighten Load - 4th Circle Elementalist spell - Allows you to make very light armor.

Lightning Shield - 4th Circle Elementalist spell - Allows shield to do damage to the enemy any time they attempt to strike the holding character.

Ironwood - 5th Circle Elementalist spell - Allows you to make lighter shields and armor with the strength of metal

Blade Fury - 8th Circle Elementalist spell - Creates a magical second blade that strikes after you hit with the first one.

And the list goes on and on like that. Elementalist of course having the best stuff for things like this but they all have something to contribute to making some pretty decent magical items. I made a talent knack to have the permanence spells only last a year and a day and based them off of blood magic as well to decrease the number of them in my games. But at low circles they can definitely turn the tide for the players without requiring them to weave threads to them to take advantage of them. Of course something like Lightening Shield crossing a stream can be dangerous.

Title: **Re: New Earthdawn GM needs some help**
Post by: **kevsurp** on **April 23, 2011, 16:26**

Quote from: ManDrake on April 23, 2011, 13:08

> Heat Food - 1st Circle Elementalist spell. - The easiest healing spell to get, it's what makes the Elementalist infinitely better than the Nethermancer. Requires food as a component is the only downside.

You could combie with plant feast then all you need is three plants.

Title: **Re: New Earthdawn GM needs some help**
Post by: **ManDrake** on **April 23, 2011, 18:16**

I had an Elementalist try to convince me to let her set up her Signature Spell on Heat Food to make Dwarven Mine Rations taste good so they could squeeze an extra step out of the morning recovery test. I allowed it, but it didn't change the Willforce test every week to keep eating the things. But that group was obsessed with quick recovery times.

Title: **Re: New Earthdawn GM needs some help**
Post by: **Crusader** on **April 23, 2011, 19:55**

Quote from: ManDrake on April 23, 2011, 18:16

> I had an Elementalist try to convince me to let her set up her Signature Spell on Heat Food to make Dwarven Mine Rations taste good so they could squeeze an extra step out of the morning recovery test. I allowed it, but it didn't change the Willforce test every week to keep eating the things. But that group was obsessed with quick recovery times.

Then you are GMing well, ManDrake-san, for they must feel the pressure of danger, always.

In peace prepare for war, in war prepare for peace
-Sun Tzu, the Art of War

Title: **Re: New Earthdawn GM needs some help**
Post by: **ManDrake** on **April 24, 2011, 14:19**

They didn't listen to my repeated warnings on their second adventure in **Earthdawn** about that there were paths available in my game that were beyond their ability to execute successfully. So they decided that they would take a chance after finishing their main mission. They ended up facing off against three Gnashers. And got clubbed like baby seals before they had a chance to be rescued. I staggered the arrival of the Gnashers and didn't have them use Karma dice to drive the point home. All of them took wounds and serious damage. I think they had used up two death cheats, and there was only a point or two of karma left between all 6 of them. After that they were convinced **Earthdawn** was the most dangerous game that any of them had ever played in and they went crazy trying to be able to survive in it. Their elementalist became a physician, Questor of Garlen, alchemist, and learned every healing spell possible. Along with finally gaining the Butterbox Spider. She ended up carrying around 3 or 4 Healing Vials all the time.

Title: **Re: New Earthdawn GM needs some help**
Post by: **Baht Rastard** on **April 24, 2011, 15:03**

Don't forget about the physician skill. the 3 ed. version offers some nice options too :my2cents:

Title: **Re: New Earthdawn GM needs some help**
Post by: **Drucifer** on **April 25, 2011, 01:42**

I never place anything in front of my players that they cannot accomplish.
That said I due allow them to make stupid mistakes that will get them killed if they should fail to heed the warning of other players and NPCs.

Players are brilliant creatures all on their own, they will do many things that will throw a tightly scripted game right out the window.

So I go in with just 4 things I would like to accomplish in an evening and I let the players have the reigns, it works out most of the time.

Title: **Re: New Earthdawn GM needs some help**
Post by: **Citizen Joe** on **April 25, 2011, 03:42**

Note that you do not have to blindly guess at the party's power level and what they are capable of. Whenever they get back from an adventure, assume that they talk about what happened, or better yet, encourage them to tell tales of their adventures by rewarding them with legend points and silver. Their abilities are then known locally. Now, when you present adventure hooks, run them through someone that has heard of their exploits and can judge whether they seem capable. It helps if that person has a vested interest in their success as well as a reward system based on danger. Now, you as a GM, can tell the characters that something is clearly too difficult while remaining in character.

Title: **Re: New Earthdawn GM needs some help**
Post by: **Dale** on **April 26, 2011, 17:56**

Like others have said, the physician skill has been invaluable from early on. Our party member that has it has raised the skill up to 4 now I think. As the group elementalist the spell heat food is just insane now (7th circle). Between those two items all of our basic recovery tests are at +12 steps before we look at potions. Our group usually keeps 10 boosters and 10 healing potions "in stock" with us. The boosters aren't so bad after about 4th circle, but we still spend 60-80% of our money keeping the potions stocked. I'm getting to the point if we have some downtime I can make some healing potions, but those can be difficult to make without a permanent lab.

Title: **Re: New Earthdawn GM needs some help**
Post by: **Sunka** on **May 10, 2011, 20:54**

Quote from: ManDrake on April 23, 2011, 13:08

> Heat Food - 1st Circle Elementalist spell. - The easiest healing spell to get, it's what makes the Elementalist infinitely better than the Nethermancer. Requires food as a component is the only downside.

Cast Heat Food on your Heal Pots for extra goodness.

Title: **Re: New Earthdawn GM needs some help**
Post by: **kevsurp** on **May 10, 2011, 21:15**

i just started a new **earthdawn** game a couple weeks ago. I been running ed off and on since when it first came out. This group i am trying to judge their capablity out in the group is a elf elementalist ,elf archer, 2 windlings one scout one wizard (player of the wizard first time playing ed and roleplaying),human warrior, troll sword master and obsidimen skyraider. Well the skyraider takes around 5 to 8 strain a round as he does shield charge, melee weapon,second attack (skill), swift kick and parrys as needed.

I currently kinda running journey to lang adventure with minor changes for most part execpt for the corrupt obsidimen which i made tougher the group had some differccults with them as human war wasn't there, end with the elementalist with 3 wounds and like 5 point from uncon. troll not hurt much parry like most of the attcks but couldn't hit for s**t. skyraider at 51 damage (52 uncon rating) and 2 or 3 wounds. archer, scout and wizard undamage. so i see them resting in village for a few days to heal and then dicide if they will look for the liferock and see if the horror still there or head back to bartertown and report in

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=7850.0. It is a snapshot of the page as it appeared on Oct 28, 2011 05:32:39 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn forum** Text-only version

RedBrick LLC Forums

Earthdawn => Sourcebooks => Topic started by: tcabril on April 07, 2011, 16:39

Title: **New/future products?**
Post by: **tcabril** on **April 07, 2011, 16:39**

All-
As I said in another post I am new to **Earthdawn** but wished I got into this cool game years and editions ago! I quickly purchased all the available products.

Are there any projections or hints as to future products? All I see is "Buring Desires".

A book on the Theran Empire would be awesome!!! I know there is one but an updated one would be great!

Todd

Title: **Re: New/future products?**
Post by: **freid** on **April 07, 2011, 17:12**

From what i've been told, there is no Theran Empire scheduled.

There will be a book about the crystal raider trolls to come.

Title: **Re: New/future products?**
Post by: arma on **April 07, 2011, 17:40**

Yeah, Theran Empire won't be revised in that form. We were thinking about splitting it up and expanding the individual provinces covered in it into into separate books. Or maybe just some of them (the stance of ED veterans towards the individual provinces is mixed, and some dismiss the entire book as "too close to actual history").

Nations of Barsaive IV: Crystal Raiders is practically done. We're using the time until it can get into layout to add bits and pieces, just for the kicks of it.

After that, it's probably the big "Landis adventure" Lost Dynasty

Title: **Re: New/future products?**
Post by: **freid** on **April 07, 2011, 18:11**

When should we expect the adventure called: The Fall of Thera ?

That would be nice ;)

Title: **Re: New/future products?**
Post by: **The_Gun_Nut** on **April 07, 2011, 18:13**

Sweet. I've always wanted more information about Landis. Making up cities and kaers is one thing, but who were the people, and what was the culture like? And how did they fit into the big picture of Barsaive.

Title: **Re: New / future products?**
Post by: **grimjaws** on **April 11, 2011, 15:44**

> Quote from: arma on April 07, 2011, 17:40
>
> Yeah, Theran Empire won't be revised in that form. We were thinking about splitting it up and expanding the individual provinces covered in it into into separate books. Or maybe just some of them (the stance of ED veterans towards the individual provinces is mixed, and some dismiss the entire book as "too close to actual history").
>
> Nations of Barsaive IV: Crystal Raiders is practically done. We're using the time until it can get into layout to add bits and pieces, just for the kicks of it.

That sounds awesome, Cara Fahd, followed by Crystal Raiders, my two favorite setting areas from the old days. The hat trick would be complete if the next Nations book would be Vasgothia in Thera (assuming they break up the provinces as theorized, plus that was the only province that really stood out as not our history).

Title: **Re: New / future products?**
Post by: **Dammi** on **April 11, 2011, 16:10**

We have an early concept for a Vasgothia book, but it's unlikely to get into development anytime soon. The stuff we have on schedule is more related to other cities and ... elves.

Title: **Re: New / future products?**
Post by: **grimjaws** on **April 11, 2011, 19:17**

I'm willing to wait, it's not like I have enough materials to use for a while. Plus if I can add Blood Elves to the mix :)

Title: **Re: New / future products?**
Post by: **Dammi** on **April 11, 2011, 19:28**

Blood Elves ... of course, them too! ^ ^

Title: **Re: New / future products?**
Post by: **ED_Chronicler** on **April 11, 2011, 20:54**

O.o

Things that make you go hmmmmmmmm.

Title: **Re: New / future products?**
Post by: **Electron Dream** on **April 11, 2011, 22:53**

YES! Bring on the BLOOD ELVES!

Title: **Re: New / future products?**
Post by: **The_Gun_Nut** on **April 12, 2011, 14:41**

Snarky emo elves who bleed?

Title: **Re: New / future products?**
Post by: **Electron Dream** on **April 12, 2011, 16:03**

Yep, that's right (lol).

Along with the possible horror taint (why don't horrors prey on blood elves?). I love the concept.

Title: **Re: New/future products?**
Post by: **The_Gun_Nut** on **April 12, 2011, 16:33**

The reason (most) Horrors leave BE's alone is that the Horror has to inflict the pain/suffering/emo feelings *themselves* in order to feed on it. Since the Ritual of the Thorns is self-inflicted, they can get no nourishment from it, and it pretty much drowns out any other feelings of pain/loss.

Not completely, though. While there are no Horrors listed that feed on BE's, that doesn't mean that one might not show up to savor the challenge...and the fear/despair when the BE realizes that the RoT isn't 100% effective and thus may have been in vain. Cue super emo feelings and utter delight from the Horror that devours them.

Title: **Re: New/future products?**
Post by: **Electron Dream** on **April 12, 2011, 17:47**

... and that's why ya have to love'em... inflict so much pain on yourself that the horrors can't get a good meal by causing their general badness!

Didn't the ritual the elves use have its origin based on the pattern of a horror (or something like that)? Seem to remember something like that in the old Blood Wood book...

Title: **Re: New/future products?**
Post by: **grimjaws** on **April 12, 2011, 20:14**

Quote from: Electron Dream on April 12, 2011, 17:47

> ... and that's why ya have to love'em... inflict so much pain on yourself that the horrors can't get a good meal by causing their general badness!
>
> Didn't the ritual the elves use have its origin based on the pattern of a horror (or something like that)? Seem to remember something like that in the old Blood Wood book...

That and they really turned the whole "nature loving dandelion eater" stereotype on its head. All for the better in my opinion.

Title: **Re: New/future products?**
Post by: **ED_Chronicler** on **April 12, 2011, 22:05**

Quote from: grimjaws on April 11, 2011, 19:17

> I'm willing to wait, it's not like I have enough materials to use for a while. Plus if I can add Blood Elves to the mix :)

Quote from: Dammi on April 11, 2011, 19:28

> Blood Elves ... of course, them too!^ ^

==========
[stalker mode]

I get the feeling that people missed a line in this bit. Of course it could just be me reading too much between the lines.

What other elves make Blood Elves a too?

[/stalker]

Title: **Re: New/future products?**
Post by: **Dammi** on **April 13, 2011, 04:44**

;D

(This doesn't mean we'll introduce more elf types to the game, alas.)

Title: **Re: New/future products?**
Post by: **Habib** on **April 13, 2011, 14:37**

Quote from: Dammi

> We have an early concept for a Vasgothia book,

Can you write something about this project?

Title: **Re: New/future products?**
Post by: **The_Gun_Nut** on **April 13, 2011, 14:50**

Quote from: Dammi on April 13, 2011, 04:44

> ;D
>
> (This doesn't mean we'll introduce more elf types to the game, alas.)

I was interested in learning about the elves of Shosara. Always wondered who the guys who gave the Elven Court the finger were.

Title: **Re: New/future products?**
Post by: **Dammi** on **April 13, 2011, 20:13**

Quote from: Habib on April 13, 2011, 14:37

> Quote from: Dammi
>
> > We have an early concept for a Vasgothia book,
>
> Can you write something about this project?

Not much--it is an initial outline for a sourcebook with some key ideas that differ a little bit from the write-up in the Theran Empire book. The whole thing needs development and focus, it never got past that stage.

Title: **Re: New/future products?**
Post by: **MacKotek** on **April 13, 2011, 20:57**

So, will this be a remake of Blood Wood? I hope not. I'm tired of remakes...

Title: **Re: New/future products?**
Post by: **Grinder** on **April 13, 2011, 23:04**

No worries, we have some new goodies in the works too. :D

Title: **Re: New/future products?**
Post by: **swordchuck11** on **April 14, 2011, 03:06**

Im fine with the updated material mostly because of how they add a bunch of new stuff in the crunch section and present everything so well.

Title: **Re: New/future products?**
Post by: **kevsurp** on **April 18, 2011, 20:54**

What i would like to see if just in pdf is a book with all the creatures in it saves some time flipping thru books to find it.

also on topic of pdfs do they work in kindle?

Title: **Re: New / future products?**
Post by: **Drucifer** on **April 20, 2011, 02:21**

I think Kindel uses a propriatary format not a useful one like PDF.

Title: **Re: New / future products?**
Post by: **Crusufix** on **April 22, 2011, 05:47**

The Kindle and Kindle DX actually supports many formats including PDF, DOCX, DOC, MP3, AAX, and several image foramts like GIF, PNG and BMP.

BUT (and it's a big one)

The PDF reader really really really sucks.

You do have the option of converting a PDF into the Kindle format via Whispernet. I've not done this so I don't know how well this works.

Title: **Re: New / future products?**
Post by: **kevsurp** on **May 12, 2011, 20:52**

i got a kindle and the pdfs work but are slow at times changing the page.

cann't use whispernet as the pdfs file sizes are more then you can email.

Title: **Re: New / future products?**
Post by: **Nahor** on **May 13, 2011, 19:42**

I'd like to see each of the provinces listed in Thera fleshed out more. This way we can have a non-barsaive centric campaign besides Cathay. I like that **Earthdawn** is stepped in realworld history. The world of ED serves as a proto-version of our real world and so as it exists before our history it serves as the model for what came later thus making real-history and the beliefs of held by real civilizations echoes of the past that took place in ED. That's immersion, that's linking the fact that ED and Earth are the same, and it then provides that bridge to SR. I liked seeing the world beyond Barsaive in the Theran book. That book was handled poorly because it's too much information in such a little space. Parsing out the provinces into their own source books (either like Nations of Barsaive or like Cathay) would be awesome!

Title: **Re: New / future products?**
Post by: **Flowswithdrek** on **May 13, 2011, 20:48**

I hold the opposite view, our history as we know it comes after **Earthdawn**, not during it or before it. If I want a historical indrisa game I would just do some quick research on the web download some maps etc. I would like to see the provinces unique with their own unique histories and not specifically linked to our own. The Name Indrisia is as close as a link as I like to get, I do like the fact that **Earthdawn** is set in our distant past however and has links to Shadowrun. Too much linking to real life history is imo a bit lazy, being inspired by history is different however.

Title: **Re: New / future products?**
Post by: **Knightmare** on **May 15, 2011, 15:16**

I would really love to see a laaarge detailed Map of Barsaive province. I still own the 1st edition Map with the lines for the Compass but i hate to use it becuase after 18 years it's getting a bit brittle. Also would be a good description of Jerris and Iopos very high on my "want to get"- list.

but anyway Keep up the good work !!

Title: **Re: New / future products?**
Post by: **The_Gun_Nut** on **May 15, 2011, 17:38**

From what I gather, the current maps are as accurate as anyone has (due to the Scourge, as well as primitive mapmaking skills), so getting a topographic map of Barsaive from the devs looks to be only slightly easier than a chihuahua giving birth to an elephant.

Title: **Re: New / future products?**
Post by: **Telarus** on **May 16, 2011, 02:43**

I'm making one myself from irl elevation data (see the Sneak Peaks thread in the General **Forum**). I'm keeping it @ approx 1km per pixel in order to keep the "generalized/abstracted/cartographic" game-map model that the devs have declared, so that GMs don't have to edit it for any game detail under 1km in 'size' or be bothered retconning map details for their game.

Title: **Re: New / future products?**
Post by: **wbush3** on **May 20, 2011, 20:56**

First I want to say that revising the old sourcebooks that deal with the nations and factions of Barsaive, by adding the new continuity to the original, is something I like. I don't want to have to dig out my old books, and use them with new ones since that just adds more that I have to carry around as my group's GM. I also don't want to have to learn a brand new history since the original is branded into my brain (I've been running ED since it first hit shelves). That aside...

I would like to see the following cities/nations have their own sourcebooks; Travar, Urupa, and most importantly IOPOS!! Please! Iopos needs to have a sourcebook. They were one of the driving catalysts of the first Theran war. They assassinated Valrulus III. They are ruled by... Maybe I shouldn't say...

Regardless, I have been waiting for those books. My players have been waiting for those books. I really hope they exist someday. ;D

Lastly, Thanks for the Kratas book. That was a great sourcebook, I loved it. I could tell a lot of love went into it.

Thanks for your time.

Title: **Re: New / future products?**
Post by: **galafrone** on **May 20, 2011, 23:38**

well, i have to say that anything will come out it will be great.
said so, i am also interested in all the city states (Urupa, Iopos, Travar and Jerris too).
Also, i am very interested in the zone east of urupa (the whole aras sea basin)
and vivane province too

Title: **Re: New / future products?**
Post by: **rasmusnicolaj** on **May 24, 2011, 09:12**

Book on Shosara - yes please.
Book on the city states - yes please.
Book/books on the nearest areas to Barsaive (Vivane) - yes please.
Remake of Theran Empire - well why not. I'm not sure I would want a series of books about Thera, except Vivave because it is right next to Barsaive.

Rasmus

Title: **Re: New / future products?**
Post by: **PenAgain** on **June 20, 2011, 15:05**

I have been hiding in the dark for so long, I missed this thread.

And it talks about ELVES!

muwahahahahaha

I like elves. And I LOVE the places where elves live. I think, no, I KNOW, I have something I should be working on right now...

Title: **Re: New / future products?**
Post by: **Anunnaki** on **July 21, 2011, 21:23**

Gah! It took me a month to notice you had escaped. Back to the mines you go, PenAgain. :whip:

Note to self: Need to renew those binding spells again.

Title: **Re: New / future products?**
Post by: **ED_Chronicler** on **July 22, 2011, 22:16**

I wonder if I should harken to the voice from the hearth yet.

Title: **Re: New / future products?**
Post by: **Anunnaki** on **July 23, 2011, 00:01**

The voice, strangely soothing, but possessed of an intense energy, makes you offers that you find increasingly difficult to refuse. "Soon, sooooooonnnn..."

Title: **Re: New / future products?**
Post by: **DarthGM** on **August 03, 2011, 16:25**

There was a comment back in...2008?...that a 3rd edition version of the Lightbringers would be included in a new, updated "Secret Societies of Barsaive" book.

Is that still in the works?

Title: **Re: New / future products?**
Post by: **Dammi** on **August 04, 2011, 04:45**

Not exactly in the works, but on the radar.

Title: **Re: New / future products?**
Post by: **Mountainshadow** on **August 05, 2011, 07:39**

Now that Nations 4 is coming closer to release, i start itching for some information on those products that will come thereafter. Any chance the preview hunter will shed a little light on those?

Title: **Re: New / future products?**
Post by: **PenAgain** on **September 06, 2011, 23:54**

I am extremely slow to come when summoned (thanks to Anunnaki's devious magical trickery) but I think that Dammi himself may have let a few cats out of a few bags in his blog...

And let me tell you, I am SQUEEING TO DEATH having to wait all this time to spoil Elven Nations...

Title: **Re: New / future products?**
Post by: **galafrone** on **September 12, 2011, 23:10**

now that all we waited is out (crystal raiders and burning desires) what you have in store for us ? gievh info plx !!!

Title: **Re: New / future products?**
Post by: **Anunnaki** on **September 13, 2011, 00:25**

Hiya,

Quote from: galafrone on September 12, 2011, 23:10

> now that all we waited is out (crystal raiders and burning desires) what you have in store for us ? gievh info plx !!!

You need to check out Dammi's latest Blog Post (Tales of the Bloggerob, on the Blogs menu above).

Or here:

http://www.redbrick-limited.com/cms/index.php?categoryid=10&action=showsingleentry&blog_id=2&entry_id=996

Hopefully this answers your question! :)

Take kaer, James

Title: **Re: New / future products?**
Post by: **galafrone** on **September 13, 2011, 09:57**

thanks ! never thought to find the answer there, but yeah, my fault :)

Title: **Re: New / future products?**
Post by: **piotrus** on **September 20, 2011, 18:59**

This should really be featured in the news and **earthdawn** section.

Marketing is important. C'mon...

Title: **Re: New / future products?**
Post by: **PenAgain** on **September 27, 2011, 14:09**

As the pipeline is a tricky place, I think we are avoiding putting that out in News and Products because we don't want to be wrong. Things could yet shift around, sequence can change, or books can even merge, branch, or do other unatural things >:D , so we save the Super Official Pages for things once we are Super Sure they're Official.

(My :my2cents:. I want to climb on rooftops and pimp Elven Nations (and all of the other terrific stuff on the way) but I know that there's a broader set of factors to consider than I have my eyes on.)

That was kind of an ACTUAL ANSWER! What is this world coming to...

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=8072.0. It is a snapshot of the page as it appeared on Nov 13, 2011 15:44:10 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by dammi earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: Eniko on July 10, 2011, 18:42

Title: **New to GMing Earthdawn**
Post by: **Eniko** on **July 10, 2011, 18:42**

I have played the original 1st edition **Earthdawn**, but never Gm'd. I have had a bug for a few years to run a game and I have been loving the revised rules of 3rd ed.

I want to run a revision of the Opening of Kaer Kalin from EDJournal #6 but I am not sure how to convert the horror and the magic items to make it balanced and usable in 3rd ed. I have all the 3rd ed. core books and most of the supplements as well as all of the 1st edition books to use for referencing etc.

I would love suggestions on this and on GMing in general. I am still putting together my players but I hope to have a group of 4-6.

Title: **Re: New to GMing Earthdawn**
Post by: Dammi on **July 10, 2011, 19:00**

Why make it harder for yourself and start with something you'd have to convert first? In my opinion, you should go with one of the adventures we created for getting started with the game--be it Misguided Ambitions (http://www.redbrick-limited.com/cms/index.php?categoryid=67&book_id=42) (which is free), Ardanyan's Revenge (http://www.redbrick-limited.com/cms/index.php?categoryid=67&book_id=39) (also a story about a kaer), or the Shards Collections (http://www.redbrick-limited.com/cms/index.php?categoryid=67&book_id=43) (the first one has the same starting adventure the old ED1 demo pack had back in the day, but converted to ED3 of course). That way you can concentrate on the basics of the game and getting used to it along with your players.

Title: **Re: New to GMing Earthdawn**
Post by: **Eniko** on **July 10, 2011, 19:28**

The biggest reason I want to run the Opening is because of the story. I just love the concept of a closed kaer and opening it for the first time. It gets rid of so many obstacles in initiating the game, like meeting of the PCs. I actually considered taking a lesser horror from the supplements and just outright subbing it in (no coversion) and the other stuff is just flavor text anyway.

I don't have any of the adventure books. Is ardanyan's revenge about a closed kaer too?

Title: **Re: New to GMing Earthdawn**
Post by: Dammi on **July 10, 2011, 19:48**

> Quote from: Eniko on July 10, 2011, 19:28
> Is ardanyan's revenge about a closed kaer too?

Actually, yes. The characters can start the game inside Kaer Ardanyan and play any number of adventures there (a couple of hooks and starters are provided) before the main

adventure takes them on a trip to the outside world (which ends in the opening of the kaer at the end). The book was written and designed for groups new to **Earthdawn**, and provides an anchor (or homebase if you will) they can come back to when exploring Barsaive and beyond.

Title: **Re: New to GMing Earthdawn**
Post by: **kevsurp** on **July 10, 2011, 19:55**

what circle are you starting the players at?
ardanyan's revenge can be a closed kaer which the player can be from.
i never ran it yet.

Title: **Re: New to GMing Earthdawn**
Post by: **Eniko** on **July 10, 2011, 20:12**

That sounds great actually. I think I will order this book and take a look. I am the planning type so I probably will not be starting the game for a couple of months to give myself time to get everything down and read some of the source material.

We are going to start at 1st cirle for everyone.

Title: **Re: New to GMing Earthdawn**
Post by: **gryphon410** on **July 11, 2011, 20:27**

Eniko,

I just jumped to 3rd Edition and used Ardanyan's Revenge to introduce my players into **Earthdawn**. It worked really good and the material is really nice for introducing players to a closed kaer.

My players have finally left the kaer after Seven 3-Hour sessions. The adventure is complete and are now off on other adventures, while still leaving some returning villians from Ardanyan's Revenge.

Good luck!

-Gryphon

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=7694.0. It is a snapshot of the page as it appeared on Nov 29, 2011 06:01:22 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Players => Topic started by: Mogre on February 10, 2011, 05:46

Title: **Obsidiman Shield Question?**
Post by: **Mogre** on **February 10, 2011, 05:46**

I played **Earthdawn** back when it first came out. I recently purchased the 3rd Edition and I'm GMing a few adventurers. The question I have is does the Obsidiman armor restriction apply to shields?

Maybe I'm the only one who sees wearing armor and using a shield as different things.

Title: **Re: Obsidiman Shield Question?**
Post by: **Telarus** on **February 10, 2011, 07:53**

IMO, no.

You don't "wear" a shield, so the Obsidiman Warrior, etc, can use them.

Title: **Re: Obsidiman Shield Question?**
Post by: **Quorlox** on **February 10, 2011, 08:39**

Quote from: Mogre on February 10, 2011, 05:46

> I played **Earthdawn** back when it first came out. I recently purchased the 3rd Edition and I'm GMing a few adventurers. The question I have is does the Obsidiman armor restriction apply to shields?

Definitely not. (Personally, I tend to ignore the obsidimen's armor restrictions.)

Title: **Re: Obsidiman Shield Question?**
Post by: arma on **February 10, 2011, 10:43**

Hi and welcome,

under "Living Armor" on p. 254 you'll find:

Quote

> The restriction for obsidimen wearing only living armor does not apply to shields.

Title: **Re: Obsidiman Shield Question?**
Post by: **The_Gun_Nut** on **February 10, 2011, 10:48**

Speaking of shields and living armor, shouldn't there also be a "living" version of the body shield, kinda like there is a version for the standard shield (crystal raider) and buckler (crystal buckler)?

My group really likes having the mystic armor boost. So much so that the weaponsmith in the group took a trip to the mountains to start crafting crystal plate. He hasn't said

he's making one for everyone who wants one in group, yet, but I kept thinking that a living version of the body shield would be a good investment.

Title: **Re: Obsidiman Shield Question?**
Post by: arma on **February 10, 2011, 13:05**

Ugh. Crystal Body Shield. That would be, like, 5/5/-4 or something. ;D

Title: **Re: Obsidiman Shield Question?**
Post by: **Crusader** on **February 10, 2011, 17:30**

Pfffff... and cost a fortune. Best go for a thread shield by then.

Title: **Re: Obsidiman Shield Question?**
Post by: **treorai** on **February 10, 2011, 20:20**

I always viewed the Obsidiman armor restriction to be a cultural thing more than an actual restriction: they don't wear armor because they don't like covering their bodies with non-living material, not because they are unable to wear it.

Title: **Re: Obsidiman Shield Question?**
Post by: **Seb_Wiers** on **February 11, 2011, 03:02**

For what its worth, there is at least one published Obsidiman NPC I can think of who wears non-living armor.
[spoiler]The Obsiman Nethermancer from "Infected" wears hide armor.[/spoiler]
So yeah, it is apparently not physically harmful to them. On the other hand, that NPC is quite likely insane, which supports the "deeply held conviction" interpretation.
The stone armors provided in *Namegivers of Barsaive* can count as living armor, and do a nice job of providing cheap physical protection for Obsidiman characters. If you allow for initiative penalty reductions based on strength, they are actually quite appealing.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=3446.0. It is a snapshot of the page as it appeared on Nov 29, 2011 04:54:35 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Players => Topic started by: Iron Fist on March 30, 2008, 02:54

Title: **Old discipline design**
Post by: **Iron Fist** on **March 30, 2008, 02:54**

Sory but i dont know where have i ask/post this.

Can some of you can tell me where i can find old discipline design materials (with more nwe talents like serch). I will be very greatfull if somone help me.

Inglish is not may nativ language then im sory for my bed spelling.

Title: **Re: Old discipline design**
Post by: **Raven Bloodeyes** on **March 30, 2008, 04:30**

I'm not sure what you mean by old, but here's two places for ya:

The ED1 **Earthdawn** Companion had some guidelines for Discipline Design in it if I remember correctly.

The free download on this site on Discipline Design is available as well, at the end of the it the new talents included in the optional rule section (the second half of it) such as search which can be used.

Here's a direct link for your convenience: http://www.**earthdawn**.com/index.php?categoryid=19&p13_sectionid=4&p13_fileid=21

Title: **Re: Old discipline design**
Post by: arma on **March 30, 2008, 04:54**

Quote from: Raven Bloodeyes on March 30, 2008, 04:30

> The free download on this site on Discipline Design is available as well, at the end of the it the new talents included in the optional rule section (the second half of it) such as search which can be used.

Some talents were taken out of that because they are in the Name-giver's Compendium. I think that'S what is meant.

Title: **Re: Old discipline design**
Post by: **Iron Fist** on **March 30, 2008, 12:49**

Thanks for answers.

In clarification i looking for first discipline design download not a current one. I live in poland and after ouer **Earthdawn** retiler colpas fan base are much weeker then before. So even ouer bigest retiler dont have ED classic in ther offer.

Thanks again very much for help

Title: **Re: Old discipline design**
Post by: **Wingtail** on **March 30, 2008, 18:22**

Speaking of whish: Are Dammi and the guys going tp update the Disipline Design sytem to include all the talents that were forgotten in the Journey/Warden/Novice Lists?

Title: **Re: Old discipline design**
Post by: **Dammi** on **March 30, 2008, 20:20**

Hiya!

Yes, we will!

Best,

Dammi

Title: **Re: Old discipline design**
Post by: **Raven Bloodeyes** on **March 31, 2008, 01:35**

Keep in mind no retailer will sell anything of ED Classic from redbrick, as all the books are printed as they are ordered and shipped to you directly from www.lulu.com now, thus you won't see anyone selling ED Classic books to anyone unless it's the Redbrick people at a convention or something....

Title: **Re: Old discipline design**
Post by: arma on **March 31, 2008, 06:55**

to add: retailers could sell EDC books if they wanted, they just don't usually sell POD books at all.

Title: **Re: Old discipline design**
Post by: **Raven Bloodeyes** on **March 31, 2008, 21:28**

Esp. as they'd have to mark it up even more, over and above the shipping to them.....

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=7119.0. It is a snapshot of the page as it appeared on Oct 21, 2011 21:08:20 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by drucifer earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: spongeclip on April 15, 2010, 08:13

Title: **Parlainth**
Post by: **spongeclip** on **April 15, 2010, 08:13**

So I've been looking at some of the older **earthdawn** books and trying to figure out which ones are still worth buying and haven't been translated into the 3rd edition. I want a relatively complete collection of material to increase my overall knowledge of the system and barsaive in general. I tried to search the forums on what books are still relevant because im sure this gets asked alot but i couldn't find anything.

So far I'm thinking that the Boxed parlainth set looks like a good investment along with the secret societies of barsaive and the Thera book. I've already ordered the legends books and I'm not interested in any of the adventure supplements except for the cannon prelude to war, barsaive in chaos etc books.

Any feedback on the Parlainth boxed set or any other older sourcebooks?

Title: **Re: Parlainth**
Post by: Drucifer on **April 15, 2010, 08:39**

First and foremost, get everything produced by Redbrick. They are the ones that have put the game back on the shelves.

Then:

For a very good core of the world the following is my suggestion.

Barsaive boxed set: A lovely map and very good back round.
Sky point & Vivane: very good background.
Secret Societies: this is the source for most hidden agendas.
Horrors: Top notch resource for horrors
Blood Wood: because it has more in it than just elves
Crystal Raiders: The politics of the trolls is central for the control of Barsaive.
Orc Nation of Cara Fhad: The creation of Cara Fahd changed the power balance.
Thera: I have reservations with most of the content but some of it is very useful.

Blades: in my opinion the most versatile of the adventure books put out by any of the publishers of **Earthdawn** and works very well with the Horrors Book as well as The Orc Nation.

Prelude to War is good, but limited since the 3rd edition is based after the Prelude.

My opinion.

Thanks
Drucifer

Title: **Re: Parlainth**
Post by: **Dammi** on **April 15, 2010, 09:09**

> Quote from: Drucifer on April 15, 2010, 08:39
> Barsaive boxed set: A lovely map and very good back round.
> Horrors: Top notch resource for horrors

Just a note that the contents of these is almost completely contained in the ED3 core books.

You can find a list of what went where here (http://www.redbrick-limited.com/cms/index.php?categoryid=49&p2_articleid=137). We have plans to update about anything that was available for ED1 in one way or another.

Title: **Re: Parlainth**
Post by: **spongeclip** on **April 15, 2010, 09:32**

Drucifer: Yeah I agree, I've already bought all of the RBL 3rd edition books except for throal and Shards. Just looking to fill out my collection a bit. Mostly curious about the 3 books I mentioned and any other i may be overlooking.

I noticed the horrors book and considered it but it looks like most of the stuff was reprinted in scourge unending and then reprinted again in the gamemasters companion. So I'm not worried about that one.

I'll check out blades though that might be interesting. I'm thinking that blood wood, cara fhad, sky point and other places in barsaive will most likely be reintroduced for 3rd So not too worried about those.

Title: **Re: Parlainth**
Post by: **PenAgain** on **April 15, 2010, 11:52**

Parlainth, Secret Societies, and Theran Empire are probably wise choices, Spongeclip. While all three contain information sure to incorporate into 3rd edition in time, they are all *not* on the docket for this year at the very least.

I will warn you that in some circles, Theran Empire is not a well-regarded book. I kind of love it, but I'm odd. Parlainth though is a work of art in many ways... and Secret Societies does a terrific job of fleshing out the dark side of Barsaive.

Title: **Re: Parlainth**
Post by: **spongeclip** on **April 15, 2010, 13:47**

Since I'm new to **earthdawn**, I have to ask, Why is Thera not a well regarded book?

Title: **Re: Parlainth**
Post by: **Dammi** on **April 15, 2010, 14:49**

Poor execution compared to the rest of the line, mainly. There are a lot of reasons for that, of course.

Title: **Re: Parlainth**
Post by: **PenAgain** on **April 15, 2010, 15:20**

Dammi brings up a great point:

If you compare Parlainth to Theran Empire, you really see some weakness in quality throughout TE-- and since they are both credited to the same author, that's quite telling.

In any other game line, TE would be a good book. In **Earthdawn**, it is sadly the least proficient child in a family of geniuses and virtuosos.

Well, maybe not LEAST proficient. That is a matter of greater debate elsewhere on the forums... ;D

But to come back around to point: Few books from ED1 that are not yet adapted and expanded in ED3 are as flavorful and compelling as Parlainth. It's a winner!

Title: **Re: Parlainth**
Post by: **hankwoon** on **April 15, 2010, 15:29**

Quote from: PenAgain on April 15, 2010, 15:20

> In any other game line, TE would be a good book. In **Earthdawn**, it is sadly the least proficient child in a family of geniuses and virtuosos.

Mmmm.... I don't know about that.....

Title: **Re: Parlainth**
Post by: Drucifer on **April 15, 2010, 16:04**

Quote from: Dammi on April 15, 2010, 09:09

> Just a note that the contents of these is almost completely contained in the ED3 core books.

Very True, thus the "get everything produced by Redbrick". I am very happy with the Redbrick product, though the Map in the Barsaive boxed set is not to be passed up if it can be found.

Thanks
Drucifer

Title: **Re: Parlainth**
Post by: **Faelan** on **April 15, 2010, 16:07**

I think the problem with the Theran Empire book was that major swaths of it were derivative of ancient cultures, rather than derivative of their myths. Barsaive was a unique creation, and when they moved into the other provinces they borrowed to heavily from real world history. I understand that cycles are a key recurring theme in **Earthdawn**, however we don't need a game version of the Pope, the Roman Catholic Church, East India Company, Court of the Sun King, Pharaoh, etc. If they had based it on the myths of the regions (some of it is, and it tends to be much better) instead of to the setting Future History the result would have been something more in tune with the setting.

Title: **Re: Parlainth**
Post by: **werefrog** on **April 15, 2010, 17:01**

The Werefrog would recommend getting the box sets because of the handouts they have. The Barsaive box set has that really nice map and sextant.

The Parlainth box set has the maps of Parlainth.

The Werefrog can't remember the big things of the other box sets, but generally

speaking, they will contain things that books will not contain. Other than those things, just go with the books from Redbrick.

Title: **Re: Parlainth**
Post by: **Caerid** on **April 15, 2010, 18:43**

I ran a campaign out of Parlainth. The boxed set is great and not to be passed up, even if I found the poster-sized Map Wall only good for showing how unreliable Parlainth maps tend to be. The handouts and material are great, though.

Secret Societies is also very good. I quite recommend it.

Get Sky Point before Thera. It's a beautiful product, and the area it covers is actually adjacent to Barsaive.

Blades is probably the best of the old adventures and is probably the only one that is really distinct to **Earthdawn**--you can easily adapt Infected etc. to another setting, but Blades revolves around thread items and the research/deeds needed to empower them.

Title: **Re: Parlainth**
Post by: **LouP** on **April 15, 2010, 19:45**

Hello,

Quote from: Dammi

> Poor execution compared to the rest of the line, mainly. There are a lot of reasons for that, of course

I disagree.... see below.

Quote from: PenAgain

> Dammi brings up a great point:
>
> If you compare Parlainth to Theran Empire, you really see some weakness in quality throughout TE-- and since they are both credited to the same author, that's quite telling.

You'll all have to forgive me, but this is a sensitive point for me, since I see this these sorts of comments often, and I think they're all hooey.

In what way does The Theran Empire exhibit "Poor execution compared to the rest of the line"? And can you name a couple of the "lot of reasons for that"?

How do you define "weaknesses in quality"? Can you provide specific examples?

The problem the sorts of comments quoted above is that they suggest that personal like/dislike of something equals objective quality. The above quoted comments are not unusual in this respect. In fact, when it comes to this book, people seem more likely to say "it's bad' than "I don't like it." If you don't like it, that's cool. Say so. Don't claim the book is objectively bad.

I actually believe that many people's unfavorable opinions about The Theran Empire sourcebook have more to do with their *expectations* for the book (and the Theran Empire it describes) than with the actual contents of the book itself.

In my opinion (and yes, it's just an opinion), there is nothing objectively "weak" or "poorly executed" in the book. It's just that you don't like it. And I can understand that. TE is a notable departure from other ED books is many ways, but that doesn't mean it's "weak" or shows "poor execution."

Take Care,

Lou

P.S. Yes, I'll admit there's probably a bit of bruised ego behind this post, and for that I already asked for forgiveness. I try to keep my thick skin up when I read these forums, but I'm not always as successful as I'd like... ;)

Title: **Re: Parlainth**
Post by: **werefrog** on **April 15, 2010, 19:58**

Actually, The Werefrog sometimes wonder if changing a style dramatically isn't a form of poor execution.

The Werefrog will turn attention to another game of which we are all aware: Magic. We all know about this cardboard crack. What we may not remember is Mirrodin's reception. Mirrodin was a set based on a metallic artifact world. Everything revolved around artifacts. The players hated it because it was a futuristic sci-fi type artifact world filled with cyborgs and the like. It was a drastic jump from other previous stories.

Also, there is the set, Legions, sometimes called Le-Gi-Ons (as a pun against Yu-Gi-Oh!). This was a set where every card in the set is a creature. Every single one of them, no non-creature cards in the entire set.

These sets, by their nature of being presented in a manner vastly different from the previous work, could be viewed as a poor presentation.

The Werefrog will grant that the quality of the worst **Earthdawn** book The Werefrog have read is higher than nearly every other game's books that The Werefrog have read.

Is Theran Empire the worst? If taken in a vacuum where random people are evaluating the books in a random order, then it might get the same value rating as all the other **Earthdawn** books. However, we do not read our books in a vacuum. We compare all books to all other books.

The Werefrog have not read Theran Empire, and as such, won't comment of whether or not it actually has quality or not. The Werefrog will eventually purchase and read this book, though. However, if this book is presented in a different manner, the fact that it is so different from the other published books will make it not fit with the series. We like our order when we purchase products. It's nice to see different things, but some things we always require to be the same for some reason. It is the nature of humanity.

Title: **Re: Parlainth**
Post by: **Dammi** on **April 15, 2010, 20:31**

Hiya!

Quote from: LouP on April 15, 2010, 19:45

> You'll all have to forgive me, but this is a sensitive point for me, since I see this these sorts of comments often, and I think they're all hooey.

First off, let me say that it wasn't my intention to ruffle any feathers. I was thinking about not to say anything about it at first, but I guess the points I have are all objectively valid (and not about me "just not liking the book"). See below.

Quote from: LouP on April 15, 2010, 19:45

> In what way does The Theran Empire exhibit "Poor execution compared to the rest of the line"? And can you name a couple of the "lot of reasons for that"?

> How do you define "weaknesses in quality"? Can you provide specific examples?

One reason for it is that it covers too much ground. Compared to all other books in the line (which have a lot of local detail), it is fairly superficial. A single chapter for each province is very tight. I have no problem with a book painting the provinces in broad strokes, but TE falls a bit short on keeping this consistent by varying the level of detail (and even fails to mention them all).

Second, there are ideas in there that could have been greatly improved with a bit more thought and care. I have no idea how the book was conceived, but it feels rushed (in both writing and artwork). Don't get me wrong, I think that Robin D. Laws is an excellent writer, just as the artist who did the maps is a very skilled man (can't look up the name right now)--but what they did here was definitely not up to their own standards.

Here are some examples:

- Some of the races are unplayable, but come with rules for playing them. At the same time, there are hints at races within the text that would have worked brilliantly as player character races (take that small goblin-like race in Vasgothia as example for a playable race here, and the Ulk-men as unplayable one).
- The derivative cultures: no problem with leaning onto those (it's Earth, after all), but they're really shallow copies--and it's easy to turn such a thing into something awesome with a little more brainstorming (no offense). It's a fairly subjective view, yes, but keep in mind it's the most stated complaint about the book.
- Artwork--the color map speaks for itself. And it was even done by the same guy who did the other ones. Not sure what happened there, really.
- Research/Consistency/Homework: As said above the book gives an overview on Thera and its provinces, yet it fails to mention all of them. There are some other details missing one would expect in a book on Thera.

I could list more, but would have to go into detail and each chapter (especially on the last bullet). I do hope this suffices, however.

> Quote from: LouP on April 15, 2010, 19:45
>
> P.S. Yes, I'll admit there's probably a bit of bruised ego behind this post, and for that I already asked for forgiveness. I try to keep my thick skin up when I read these forums, but I'm not always as successful as I'd like... ;)

Again sorry for hitting a sensitive spot. I hope it became clear that I didn't intend to bash this book (I didn't think I did either).

Best,

Dammi

Title: **Re: Parlainth**
Post by: **ED_Chronicler** on **April 15, 2010, 21:38**

Well, Lou,

Personally, I think you tried to over-extend your reach in writing terms and attempted to cover too broad of an area in just one book. That makes a significant difference when compared to say, Parlainth, Skypoint and Vivane, or Blood Wood.

And Dammi posted while I was writing probably too extensive a reply. I think I'll imitate Dammi and avoid doing that chapter by chapter response.

Title: **Re: Parlainth**
Post by: **PenAgain** on **April 16, 2010, 00:06**

I'll be the third (and redundant) echo here. I enjoy Theran Empire for the variety of things it brings to the table-- I was super eager to get it when it first came out.

As I spent more time with it, over the years, I began to feel like it was just an appetizer and not an entree (which, of course, it IS--by design). But **Earthdawn** was shot full of entrees (to keep this lame metaphor going) and that meant that an appetizer book seemed... out of place. Or maybe a better word is unsatisfying.

If the game had gone on longer, I imagine there might have been more books LIKE TE-- a second volume to cover the remaining provinces, or something like it that talked about Cathay or the far west or whatever-- and having such books would have undoubtedly changed my viewpoint on TE-- but since they never had a chance to be born, it continues to be an odd duck in a way.

So maybe my word "weakness" is better characterized as "difference."

You see, I'm blathering now because people who physically know me know that I would sooner die than offend you, Lou-- and I really hate that such a thing came to pass, in any way, here.

By the way, you will be hard-pressed to find a more staunch defender of Leafers than me. Really!

I just wish that TE had been six or so box sets instead of one book. *pipe dream*

Title: **Re: Parlainth**
Post by: **Faelan** on **April 16, 2010, 01:52**

Lou P my entire issue with the sourcebook was that it was not as brilliant as everything else published for the line. Everything else was "unique" the Theran Empire sourcebook was very derivative. It was written as an after thought, instead of as a forethought. Vasgothia was good, Creana was a "Seriously?" Talea really? Arancia??? It was history future injecting itself in the past, when the entire feel of Barsaive was the opposite. I love what you produced but this was a bug in what was otherwise a superb work of fantasy. You produced the only fantasy setting I will never abandon, for this I thank you deeply, but the single blemish on it is this book. It did not meet the standard set by the rest. It is the one I constantly modify.

Title: **Re: Parlainth**
Post by: **Kasbak** on **April 16, 2010, 02:18**

Personally, I liked TE, but I do think it could benefit from some rethinking and expansion. Just about all the things I'd like to see done with it would be yet another echo of previous posts, and I don't see the need to repeat them here. But basically I believe that if the individual provinces were given their own book, it would function much better.

Title: **Re: Parlainth**
Post by: **abandag** on **April 16, 2010, 02:31**

To get back to the original question, Parlainth would definitely be worth getting your hands on. There are plenty of in-character accounts that give you a really good feel for the city. There are also several adventure ideas for each area of the city. All the areas are well described without being too specific, allowing the GM to tailor each area of the ruins to his fit his needs. Lots of good ideas in there. The map is actually pretty useless, except as someone else already said to show that mapping the Forgotten City is next to impossible.

Back to Theran Empire bashing. How can you do that to poor Lou after all he's done for us?

Title: **Re: Parlainth**
Post by: **LouP** on **April 16, 2010, 17:12**

Hello,

Let me start out by saying that I wasn't really offended or insulted by anyone's comments, so there's no need for anyone to apologize. We're all friends here.

And I can really understand why people wouldn't like TE, since some of it is obviously derivative of real-world cultures, and it paints in *very* broad strokes in comparison to most other ED1 books.

I would even agree that it's among the weakest ED books FASA produced (but it's hard to choose favorites among your children ;)_.

However, since I don't think it's a good idea to completely retcon what people consider to be the "distasteful" parts of TE, this book presents an interesting challenge for RB. Can they develop a new TE book (or a series of books about the provinces) that retains the basics of each province as described in TE but elaborates on each in such a way as to bring them up to the standards of other ED books.

In other words, if Creana, Talea, etc. are "Seriously?" (to quote Faelan), how can they be made "cool" without changing the basics as described in TE?

Take Care,

Lou

Title: **Re: Parlainth**
Post by: **PenAgain** on **April 16, 2010, 17:57**

Lou... you offer us a very fun challenge-both as fans and as a development team. I don't think (from my understanding) it's ever been the Redbrick plan to contradict an ED1 text, but always to expand and enrich such things.

And thanks for asking us to have the discussion.

:thumbsup:

Title: **Re: Parlainth**
Post by: **ED_Chronicler** on **April 16, 2010, 18:10**

Unfortunately I partially disagree and think that there are a few things that should be forgotten/replaced.

But such is the way of things, few people ever agree on everything all of the time. And if they do, and you don't. RUN.

Title: **Re: Parlainth**
Post by: **vitus979** on **April 17, 2010, 00:05**

Quote from: LouP on April 16, 2010, 17:12

> In other words, if Creana, Talea, etc. are "Seriously?" (to quote Faelan), how can they be made "cool" without changing the basics as described in TE?

It'd be extremely difficult. WW tried that with each new revision of Old World of Darkness and it was a mess to experience as a gamer. When new versions of Clan books were coming out you were always a little scared because of the retcons they were going to

make and some of them were poor. Where 1st edition one Clan might be like X, in 2nd Edition the same Clan isn't REALLY like X that's just a small part of a larger Clan, the rest of the Clan is like Y. In Revised they ARE like X, but in 5 very different ways that really make them like Z (or alternately they've all been destroyed).

One problem I had with some of the Provinces (notably Talea) was that the historical period it mimic'ed wasn't an ancient one. While I might not have liked Creana because of how like Egypt it was, at least it was like Ancient Egypt*. That's a segue from **Earthdawn** into real history I can understand even if it's not one I prefer. Contrasting that Talea is not like Rome (either like the early Roman Republic or like the preceding Etruscans or any of the civilizations before them) it's kinda sorta like Renaissance Italy IIRC.

* and I don't know enough about ancient India to know one way or the other about Indrisa

Title: **Re: Parlainth**
Post by: **Thasic** on **April 20, 2010, 01:08**

I have every book or supplement printed by FASA, even the little free handouts they gave out to entice people away from D&D. I also have a copy of every **Earthdawn** Journal (some of them are scarce) and every LRG supplement (which isn't many). I have started picking up the RedBrick supplements now.

As to if you should pick up the Parlainth supplement, well, if you intend to run a campaign in Parlainth, yes. Parlainth is not just an adventure. It is a campaign supplement. There is enough material to run at least one very long and extensive campaign in there. I've run one myself and I'm playing in another.

If you just want to have your group pass by or through Parlainth, don't bother (unless you're a fanatic like me), it isn't worth the extensive preparation for a short day trip.

Title: **Re: Parlainth**
Post by: **Jaege** on **April 20, 2010, 03:04**

As a GM who is actually running a campaign that is heavily based in Parlainth (at least now) I would recommend getting the supplement. It is fairly extensive without being overly specific which allows you to fill in your own details. Typical of all the source material, as far as I know.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=7340.0. It is a snapshot of the page as it appeared on Oct 23, 2011 23:52:09 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => Core Rules => Topic started by: erian_7 on July 27, 2010, 16:59

Title: **PDF Bookmark Error**
Post by: **erian_7** on **July 27, 2010, 16:59**

Hi all. I'm glad to be back in Barsaive after 15 years away!

I just got the ED3 PDFs (Player's Guide, Gamemaster's Guide, and Player's Companion) and am wondering about the bookmarks. Of the three, only the Gmermaster's Guide has working bookmarks--the other two have chapter headings listed for the bookmarks but they are not hyperlinked. Is this how the PDFs are supposed to work, or did I get a bum download from DTRPG? I searched and did find some other posts that talk about extensive bookmarking (which I'd really like) so these issues seem odd to me. The files seem fairly sluggish as well considering they are B&W.

I hate that my first post is a issue report--I've got another that will be more upbeat....

Thanks!

Title: **Re: PDF Bookmark Error**
Post by: arma on **July 27, 2010, 17:27**

They work for me (on an up to date adobe reader), though I'm a bit unsure now if I got the latest versions, as they tend to get screwed up when we update the PDF to incorporate errata because they more or less have to be done all over again (which is one reason why we reduced the level of bookmarking from previous editions, we favor the possibility to update more often here over extensive hyperlinking in the text because PDF search options cover that well already, nd not doing it all over again allows us to update more often).

Title: **Re: PDF Bookmark Error**
Post by: **erian_7** on **July 27, 2010, 17:29**

Thanks, I'll try redownloading to see if that fixes the two broken PDFs...

Title: **Re: PDF Bookmark Error**
Post by: **erian_7** on **July 27, 2010, 17:48**

Okay, I re-downloaded both and tried them again with no luck. This is using the latest updates for Adobe Reader 8 (I don't use 9--it's a resource hog and has terrible image handling). I also downloaded FoxIt reader to try and get the same problem. The Gamemaster's Guide, on the other hand, works fine in both Adobe and FoxIt.

Title: **Re: PDF Bookmark Error**
Post by: arma on **July 27, 2010, 18:46**

> Then I probably have outdated versions and the bookmarks got broken during layout for the new versions or through interference from the watermarking process that doesn't affect the un-updated GM Guide (though that appears less likely, but I think something along the lines has happened before).
> You'll have to wait for one of our layout gurus to show up and have a look at the problem.

Title: **Re: PDF Bookmark Error**
Post by: **Anunnaki** on **July 27, 2010, 19:39**

> Hi erian_7,
>
> Thanks for letting us know. Will have a look and see if something has "borked" in the upload process or in the source files themselves.
>
> This will take a few weeks, however, as Gencon is on us next week and we're mega-busy getting ready for it.
>
> Apologies in advance, James

Title: **Re: PDF Bookmark Error**
Post by: **erian_7** on **July 27, 2010, 20:01**

> Thanks, it's no problem at all to wait (I've worked in IT for nearly 2 decades so I understand how that goes).
>
> I was still wondering on the file size, do you know if any optimization has been done there? It seemed odd to me that the Player's Guide, for instance, is almost the same size as my full-color, 578 page Pathfinder RPG file. From first glance, these B&W files should be speed demons in PDF format (something I really like when using files in-game).
>
> As with the bookmark issue, it's nothing major and I've already got other formats for using the data (my spreadsheet tables, plus I printed the PG and PC out in booklet format, 26-28 pages per booklet, so I've got five handy little half-sheet sized books to thumb through.
>
> All this said, I really love the work done to integrate the old material and update it for modern play. Now I just have to find a group willing to give it a go! I actually organize our local tabletop RPG meetup (http://www.meetup.com/bham-gamers/) (along with our Arc Dream publishing support resource, Shane Ivey), so I should be able to at least get something going there. Hijacking my own thread, do y'all have any sort of club support/organized play/etc. type of option? I'm always willing to put in a support plug for that sort of thing!

Title: **Re: PDF Bookmark Error**
Post by: **Bigode** on **December 09, 2010, 15:36**

> I'd like to bump this to ask, though in the context of Cathay: does hyperlinking the indexes still cost too much sanity? And, mainly, erian_7's question: any particular reason why the .pdfs take long to load? Thanks.

Title: **Re: PDF Bookmark Error**
Post by: **Anunnaki** on **December 09, 2010, 19:38**

> Hiya,
>
> Short answers.

1) Hyperlinking Index: That would be a manual task at the moment, so yes, sanity-sapping.

2) Load Times: There is transparency on every page. That, unfortunately, equates to slower page rendering.

Take kaer, James

Title: **Re: PDF Bookmark Error**
Post by: **Mjodr** on **June 04, 2011, 05:25**

I just purchased the E3 Player's Guide and have the Companion. Both books still have this bookmark issue. Wouldn't be so bad except I have the bookmark titles taunting me from the sidelines.

Title: **Re: PDF Bookmark Error**
Post by: **zcthu3** on **June 26, 2011, 11:10**

Hi all,

Love what you guys are doing with **Earthdawn** and Fading Suns but my first post is also a comment on the pdfs;

I have purchased the pdfs of the Players Guide, Players Companion, GMs Guide, GM's Companion and NameGivers Companion from DrivethruRPG and while they seem to display fine on my PC, they didn't show up properly on my ipad.

Thinking that it was, perhaps, a jpeg2000 issue, I tried re-saving them on a friends Mac (as suggested by Apple) but some of the images don't display at all on a Mac.

Has anyone else had this problem?

Additionally has Redbrick considered making ipad compatible pdfs? I know that my gaming group (mostly in our 30s with disposable cash) are all running out of room to store hard copy books and have mostly switched to purchasing pdfs for ipads. It's sad not to be able to utilise the Redbrick pdfs to their full benefit on them.

Title: **Re: PDF Bookmark Error**
Post by: **PenAgain** on **June 26, 2011, 13:09**

All I know for certain (other Redbrick folks are much more knowledgable) is that the Cathay Players Guide loads fine on my iPad. So... Maybe that, at the very least, means there is hope!

Title: **Re: PDF Bookmark Error**
Post by: **Anunnaki** on **June 26, 2011, 14:54**

Hiya,

I got an opportunity to test PDFs and compatibility on my wife's iPad for the Cathay books. However, I haven't had the time to go back and do the same with the older PDFs.

The problem is with transparency and how it's handled, not JPEG2000. There's a lot of transparency in the books and even when flattened, you get some, well, "interesting" results. For example, I had one of the Cathay PDFs working: 1) fine on Windows, fine on OSX, broken on iPad; then 1) fine on Windows, broken on OSX, fine on iPad; or working fine on all platforms, but with some images (not always the same), broken.

In short, there's hope, but I need to revisit all the current PDFs to test.

Kind regards, James

Title: **Re: PDF Bookmark Error**
Post by: **zcthu3** on **June 26, 2011, 19:58**

Hi James

It would be great if you could revisit those older pdfs as it was really disappointing that I couldn't view them on my ipad. I'll keep an eye out for updates.

Possibly more importantly however, is making sure the Fading Suns 3E books (when they're released) work as that's likely to be our next campaign :) !

Title: **Re: PDF Bookmark Error**
Post by: **Anunnaki** on **June 26, 2011, 22:45**

Hiya,

The FS3 books won't have as intricate a layout as ED3 (and BPv3 won't either). That will avoid the perils of transparency and therefore shouldn't have problems. But it's on my list for testing when we get to PDF time, so don't panic on that account. Unfortunately, I don't manage the source files for ED3 (that's Dammi's demesne), so I can only work with what I get delivered to me.

Take kaer, James

Title: **Re: PDF Bookmark Error**
Post by: **zcthu3** on **June 27, 2011, 06:14**

Excellent news re FS3, and no problem regarding the ED3 pdfs. It would be nice if updated versions of the ED3 books could be looked into, but in the meantime I'll cope.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=7865.0. It is a snapshot of the page as it appeared on Nov 7, 2011 18:31:12 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by drucifer earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Players => Topic started by: Telarus on April 13, 2011, 22:13

Title: **Political Map Faction Colors**
Post by: **Telarus** on **April 13, 2011, 22:13**

(posted in Players for maximum exposure)

Not to be cryptic or anything... :smokin: but I'm working on something *really* cool.

It involves a political map of the greater Barsaive area projected onto a relief map.. this will involve re-projecting my Atlas pdf onto real world data.

I want to make sure to clearly represent the factions of Barsaive's political groups, so I want to ask the community for suggestions.

Imagine a parchment or old paper background. How do we clearly depict the various T'skrang territory? Named locations like the Servos?

Have any links to great political maps that you'd like to see Barsaive in the style of?

I'm thinking that Named Locations (Blood Wood, Whole Mountain ranges, the Serpent Areas etc) would be muted, low saturation colors (probably with slightly bolder, higher saturation outlines), and then Cities and other locations that would "control territory" would be bright Icons, with a gradually fading "halo" around them to show controlled territories.

I'm a little stuck on Colors. What color would Batertown/Throal best be represented by? Urupa? The Theran controlled Territories? Cara Fahd?

There's a lot to cover, so what do you all think?

Title: **Re: Political Map Faction Colors**
Post by: Drucifer on **April 14, 2011, 00:36**

If you are going with the the map being Thraol centric, you could start wth light / muted blues and as you get farther away the more agressive the group shift to reds and purples.

The result would be like watching raidrops in a street side puddle.

Title: **Re: Political Map Faction Colors**
Post by: **Silvereye** on **April 14, 2011, 19:35**

Quote from: Telarus on April 13, 2011, 22:13

> (posted in Players for maximum exposure)
>
> Not to be cryptic or anything... :smokin: but I'm working on something *really* cool.
>
> It involves a political map of the greater Barsaive area projected onto a relief map.. this will involve re-projecting my Atlas pdf onto real world data.

I want to make sure to clearly represent the factions of Barsaive's political groups, so I want to ask the community for suggestions.

Imagine a parchment or old paper background. How do we clearly depict the various T'skrang territory? Named locations like the Servos?

Have any links to great political maps that you'd like to see Barsaive in the style of?

I'm thinking that Named Locations (Blood Wood, Whole Mountain ranges, the Serpent Areas etc) would be muted, low saturation colors (probably with slightly bolder, higher saturation outlines), and then Cities and other locations that would "control territory" would be bright Icons, with a gradually fading "halo" around them to show controlled territories.

I'm a little stuck on Colors. What color would Batertown/Throal best be represented by? Urupa? The Theran controlled Territories? Cara Fahd?

There's a lot to cover, so what do you all think?

The how best to colour in a map is still a very difficult question to answer. In the digital age however, it is an aweful lot easier to change your mind about colours and fills.

What I've found works best is:

Less is often more. Don't feel like you have to colour everything in. While the Blood Elves will claim the entirity of the Blood Wood, nobody really claims political ownership of much of the Servos Jungle

Solid blocks of colour. Usually with a transparency on the fill to show background mapping through. Use a solid outline to edge the fill. Also Line fills as well.

For the Serpent River, just put a bi-coloured line across the river where the Aporagai have claimed. If there are villages in one territory aligned with another, just buffer the village withe their aligned colour.

Try not to overlap similar colours, or place them adjacent to each other.

Try to stick with the CSS1 colours, it will mean that people viewing the result will have a chance of seeing the same map as you made.

Don't be afraid to break the guidelines if it works better.

I so hate having to take my work home with me.... ;D If you want a second opinion on things, or detailled feedback of drafts and stuff, drop me a PM/e-mail, and I'll happily try and help you out.

Some examples:
there are sopme good slides in here: http://www.bbc.co.uk/news/world-12675464 (http://www.bbc.co.uk/news/world-12675464) particularly to the end.
http://www.emersonkent.com/map_archive/europe_religion_1560.htm

As for colours, Therean definitely seems to fit a purple.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=8205.0. It is a snapshot of the page as it appeared on Nov 6, 2011 06:19:01 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by drucifer earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => Magical Theory => Topic started by: locotomo on September 06, 2011, 07:02

Title: **Raw Magic**
Post by: **locotomo** on **September 06, 2011, 07:02**

Hi,

I don't know if there is a topic already, if so i can't find it :

why do you have to weave spell threads for casting raw magic since it doesn't have to fit in a matrix ?

thx in advance,

loco

Title: **Re: Raw Magic**
Post by: **Telarus** on **September 06, 2011, 10:50**

Hi. Welcome to the forums.

Pr-scourge, when Raw Magic casting was more common, the 'spell matrix' was held in the caster's own body (this is why you take Burn on bad rolls). The caster could manipulate his own mana flow into the basic 'shorthand' pattern.

Then they would weave threads & spellcast as normal. This gave the pattern enough mana to manifest in physical space, and the spell would do what it was (arguably) designed to do.

When the scourge hit, Matrix Objects (embroidered wizards robes, etc) became more common. But you still had to weave threads & spellcast to turn that compressed pattern into a physically manifest one.

When the scourge got really bad, Matrix Talents were discovered/created.

Title: **Re: Raw Magic**
Post by: **Citizen Joe** on **September 06, 2011, 12:46**

Quote from: locotomo on September 06, 2011, 07:02

> Hi,
>
> I don't know if there is a topic already, if so i can't find it :
>
> why do you have to weave spell threads for casting raw magic since it doesn't have to fit in a matrix ?
>
> thx in advance,
>
> loco

My theory is that pre-Scourge spells tended to be higher circle and raw because there wasn't any taint to really wreck your day for casting beyond your circle. When taint became an issue for magicians, and they developed matrices that only held a certain size, the spell crafters had to find ways of cramming the spell patterns into smaller spaces without giving up functionality. To accomplish this, they left some of the spell out, to be finished at the time of casting. So, you might find pre-scourge grimoires with equivalents to modern spells but without the threads and higher circle.

Title: **Re: Raw Magic**
Post by: Drucifer on **September 06, 2011, 14:11**

Telarus has it right.

The novel Talisman (http://www.amazon.com/TALISMAN-Short-Story-Anthology-**Earthdawn**/dp/0451453891/ref=sr_1_1?ie=UTF8&qid=1315314591&sr=8-1) has an excellent chapter on the design of magic Pre-Scourge.

Title: **Re: Raw Magic**
Post by: **arma** on **September 10, 2011, 14:55**

Quote from: locotomo on September 06, 2011, 07:02

> why do you have to weave spell threads for casting raw magic since it doesn't have to fit in a matrix ?

While you use Thread Weaving to attune matrices, it'S a multi-purpose talent, used for cobbling together magical energies of all kinds.
When weaving spell threads, you take raw, "blank" magical energy from astral space and form it into a complex pattern that allows the spell to achieve its effects. This is independent from the use of matrices, or from casting from the grimoire.
As Telarus and CJ hinted at: Matrices are a recent invention. Long before the scourge, casters would cast raw all the time. They also learned to filter raw magic through their grimoires. Later,m they developed spell matrix objects for more efficient filtering. The spell matrix talent only was developed when matrices became important due to taint. (For a low-circle spell, the chance to suffer damage from raw magic in an un-tainted area is actually miniscule. Without taint and for low circle spells, you can cast raw to the same extent as fighting disciplines go all out on strain to do their stuff. Enter taint, and the balance shifts...)

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=3991.0. It is a snapshot of the page as it appeared on Nov 29, 2011 06:53:48 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn forum** Text-only version

RedBrick LLC Forums

RedBrick Forums => Website Feedback => Topic started by: Kin on August 22, 2008, 14:00

Title: **EDPT - Earthdawn Publishing Trust**
Post by: **Kin** on **August 22, 2008, 14:00**

Will Vinsane put the page back on the net? :spinner:

Title: **Re: EDPT - Earthdawn Publishing Trust**
Post by: **Mahar** on **December 18, 2008, 09:40**

> Quote from: Kin on August 22, 2008, 14:00
> > Will Vinsane put the page back on the net? :spinner:

Any news from EDPT ? Are they totally dead ? :-\

Title: **Re: EDPT - Earthdawn Publishing Trust**
Post by: **Quorlox** on **December 29, 2008, 15:05**

> Quote from: Mahar on December 18, 2008, 09:40
> > Quote from: Kin on August 22, 2008, 14:00
> > > Will Vinsane put the page back on the net? :spinner:
> >
> > Any news from EDPT ? Are they totally dead ? :-\

I hope not. They're really the only place I've discussed ED for years. I even have a story ready for BoT.

Title: **Re: EDPT - Earthdawn Publishing Trust**
Post by: **Valkyrie** on **March 03, 2009, 01:05**

:-[I come back to look for my old friends at EDPT and it's gone! Waaaahhhh! :'(

Title: **Re: EDPT - Earthdawn Publishing Trust**
Post by: **Valkyrie** on **March 04, 2009, 18:57**

I found Vinsane. He was still in my MSN friends. ;) Anyway, yes the site will return, he just hasn't had time. He still has all the backups, and was more or less waiting on a security patch. We've been talking shop, and you can bet I'll be working with him on it. I'll keep you posted. :D

Title: **Re: EDPT - Earthdawn Publishing Trust**
Post by: **Anunnaki** on **March 04, 2009, 20:41**

Awesome to hear! ;D

Title: **Re: EDPT - Earthdawn Publishing Trust**
Post by: **Quorlox** on **March 07, 2009, 03:14**

> Quote from: dfvalkyrie on March 04, 2009, 18:57
> I found Vinsane. He was still in my MSN friends. ;) Anyway, yes the site will return, he just hasn't had time. He still has all the backups, and was more or less waiting on a security patch. We've been talking shop, and you can bet I'll be working with him on it. I'll keep you posted. :D

Hopefully he won't wait too long. I'd hate to retire before EDPT gets back up. :D

Title: **Re: EDPT - Earthdawn Publishing Trust**
Post by: **Valkyrie** on **March 16, 2009, 20:44**

Vinsane and I have been looking over Content Management Systems and found one we think is a good fit. He has also acquired a theme for it thanks to Sade.

Still working on it!

Title: **Re: EDPT - Earthdawn Publishing Trust**
Post by: **Valkyrie** on **March 23, 2009, 06:07**

The homepage is back up. We still have a lot of work to do to restore the old info. Our first priority is the encyclopedias. Thank guys, your patience is highly appreciated.

Cheers,

Dawn

Title: **Re: EDPT - Earthdawn Publishing Trust**
Post by: **Anunnaki** on **March 23, 2009, 06:59**

Woo hoo! Fifteenth Circle Nethermancy ritual successfully completed! Nice job Valkyrie and Vinsane! :thumbsup:

Title: **Re: EDPT - Earthdawn Publishing Trust**
Post by: **Mountainshadow** on **March 23, 2009, 07:50**

Happy to hear that the site is back again - always been a great place to share ideas. :thumbsup:

Title: **Re: EDPT - Earthdawn Publishing Trust**
Post by: **Quorlox** on **March 23, 2009, 14:36**

> Quote from: dfvalkyrie on March 23, 2009, 06:07
> The homepage is back up. We still have a lot of work to do to restore the old info. Our first priority is the encyclopedias. Thank guys, your patience is highly appreciated.

I'm already registered and definitely want to see the Encylopedia up and running. Then, BoT7...

Title: **Re: EDPT - Earthdawn Publishing Trust**
Post by: **Mouse** on **March 23, 2009, 15:54**

Erm... can I ask (without wishing to be rude) what EDPT is? Is it a community designing supplementary **Earthdawn** rules, ideas, stories, etc.?

Title: **Re: EDPT - Earthdawn Publishing Trust**
Post by: **Quorlox** on **March 23, 2009, 16:53**

> Quote from: Mouse on March 23, 2009, 15:54
> Erm... can I ask (without wishing to be rude) what EDPT is? Is it a community designing supplementary **Earthdawn** rules, ideas, stories, etc.?

The **Earthdawn** Publishing Trust. It's a fan-run organization where people can discuss rules, house rules, whatever, and post their own material in the Encyclopedia. It's also produced several Book of Tomorrow isses, which is a fanzine with fiction, and other fan-generated material. It's a friendly place where ED fans congregate.

Title: **Re: EDPT - Earthdawn Publishing Trust**
Post by: **Mouse** on **March 23, 2009, 16:58**

Thanks very much Quorlox! (My girlfriend reading over my shoulder said "Quorn Dog?") ;D

Title: **Re: EDPT - Earthdawn Publishing Trust**
Post by: **Valkyrie** on **March 23, 2009, 17:16**

> Quote from: Anunnaki on March 23, 2009, 06:59
> Woo hoo! Fifteenth Circle Nethermancy ritual successfully completed! Nice job Valkyrie and Vinsane! :thumbsup:

Hehe thanks, but I can't take much more credit than poking and prodding Vinsane into action. ;D He's got all the old info stored away. Until it's stored where I can get at it and help him work on it, I'm just a happy Troubador.

> Quote from: Quorlox on March 23, 2009, 14:36
> I'm already registered and definitely want to see the Encylopedia up and running. Then, BoT7...

Vinsane forwarded me the info on BoT7. He invited me to work on it with you, Quorlox. I'll see about setting up a **forum** just for that sometime today. That is something I CAN do.

Title: **Re: EDPT - Earthdawn Publishing Trust**
Post by: **Quorlox** on **March 23, 2009, 19:39**

> Quote from: Mouse on March 23, 2009, 16:58
> Thanks very much Quorlox! (My girlfriend reading over my shoulder said "Quorn Dog?") ;D

No problem. EDPT was one of my favorite sites when it was active.

> Quote from: dfvalkyrie on March 23, 2009, 17:16
> Vinsane forwarded me the info on BoT7. He invited me to work on it with you, Quorlox. I'll see about setting up a **forum** just for that sometime today. That is something I CAN do.

I may be able to be more active with BoT7. I do a lot more writing and editing than I used to. Although, this may mean I have to dust off the short story I wrote for it and start revising. :uhoh:

Title: **Re: EDPT - Earthdawn Publishing Trust**
Post by: **Mouse** on **March 24, 2009, 10:30**

> Quote from: Quorlox on March 23, 2009, 19:39
> No problem. EDPT was one of my favorite sites when it was active.

Cheers Quorlox - I'll be sure to take a look. :) I'm actually surprised that this site doesn't have a section for 'homebrewing'... well... actually I suppose it does, in the form

of discussions on many of the threads... but I'm surprised there isn't a place where those ideas can be brought together into coherent bodies of rules / ideas. (As if you didn't have enough to do! ;D)

Optionally, is there a link to current fanpages somewhere?

Title: **Re: EDPT - Earthdawn Publishing Trust**
Post by: **Mouse** on **March 24, 2009, 11:12**

Well... I took a look at EDPT... and now I'm banned! :spinner:

Putting anti-spamming 'flood protection' on an empty site may not be the smartest way to go, for what it's worth.

<Mouse goes to EDPT website and clicks on link> Empty.
<Mouse clicks on next link> Empty.
<Mouse yawns and clicks on another link> Empty.
<Mouse raises an eyebrow and clicks on next link> Taken to a flood protection screen stating not to post for 10 seconds.
<Mouse waits for a few seconds, then clicks back on his browser> Taken to a "U R BANNED RAWR!" screen.
<Mouse raises the other eyebrow>

Title: **Re: EDPT - Earthdawn Publishing Trust**
Post by: **Valkyrie** on **March 24, 2009, 17:18**

Sorry Mouse,

As I said, we just got the home page up. We haven't rebuilt the forums or the content yet. I'll remove your ban, but have patience with us. I will post here when there is something to read. Right now the only thing folks can do is register.

I'll see about opening up a temporary **forum** so folks can say hi when they visit and provide some feedback on the site.

Best wishes,

Dawn

Title: **Re: EDPT - Earthdawn Publishing Trust**
Post by: **Dammi** on **March 24, 2009, 19:46**

Hiya!

I'd just disable registration until you're ready. Less raised eyebrows because people might think they did something wrong.

Best,

Dammi

Title: **Re: EDPT - Earthdawn Publishing Trust**
Post by: **Mouse** on **March 25, 2009, 10:58**

Quote from: dfvalkyrie on March 24, 2009, 17:18

> Sorry Mouse,
>
> As I said, we just got the home page up. We haven't rebuilt the forums or the content yet. I'll remove your ban, but have patience with us. I will post here when there is something to read. Right now the only thing folks can do is

register.

I'll see about opening up a temporary **forum** so folks can say hi when they visit and provide some feedback on the site.

Best wishes,

Dawn

Brilliant, thanks Dawn! :) I'm a bit of a techno-primitive, so I wouldn't imagine that would happen very often. I look forward to reading (and contributing?) when the site goes fully live.

Quote from: Dammi on March 24, 2009, 19:46

Less raised eyebrows because people might think they did something wrong.

;D

Title: **Re: EDPT - Earthdawn Publishing Trust**
Post by: **Valkyrie** on **March 26, 2009, 17:42**

There are forums now open to the public. Still haven't had a chance to get with Vinsane about the Encyclopedias. His schedule is really busy and all.

Title: **Re: EDPT - Earthdawn Publishing Trust**
Post by: **Valkyrie** on **April 02, 2009, 19:27**

I found my copies of Book of Tomorrow editions 1, 2, and 3 and they are now available for download at EDPT to registered users.

Title: **Re: EDPT - Earthdawn Publishing Trust**
Post by: arma on **April 02, 2009, 19:35**

Quote from: dfvalkyrie on April 02, 2009, 19:27

I found my copies of Book of Tomorrow editions 1, 2, and 3 and they are now available for download at EDPT to registered users.

If it's just about finding the files, have a look here:

http://**earthdawn**.blogspot.com/2008/06/fan-projects.html
http://**earthdawn**.blogspot.com/2008/10/combat-cards.html

Title: **Re: EDPT - Earthdawn Publishing Trust**
Post by: **Valkyrie** on **April 02, 2009, 19:42**

Ooo ty

Title: **Re: EDPT - Earthdawn Publishing Trust**
Post by: **Valkyrie** on **April 06, 2009, 23:24**

The Book of Weapons fan supplement is available to registered users for download on EDPT.

Title: **Re: EDPT - Earthdawn Publishing Trust**
Post by: **vinsane** on **April 10, 2009, 07:12**

Encyclopedias are back... be warned, I think this version of the Encyclopedias are worse than the PN version. But at least its up and accessible. I'm looking into some of my downloads... I know I have a copy of the Combat Cards <grin>

Title: **Re: EDPT - Earthdawn Publishing Trust**
Post by: **Valkyrie** on **April 10, 2009, 07:30**

Three cheers for Vinsane! Woot! Woot! Woot!

Title: **Re: EDPT - Earthdawn Publishing Trust**
Post by: **Telarus** on **April 10, 2009, 18:32**

I have 12 of the PDFs from the old site, including the Combat Cards. Let me know if you can't find anything, I may have it.

Title: **Re: EDPT - Earthdawn Publishing Trust**
Post by: arma on **April 10, 2009, 18:57**

cough

Quote from: arma on April 02, 2009, 19:35

> http://**earthdawn**.blogspot.com/2008/06/fan-projects.html
> http://**earthdawn**.blogspot.com/2008/10/combat-cards.html

cough

Title: **Re: EDPT - Earthdawn Publishing Trust**
Post by: **Valkyrie** on **April 10, 2009, 21:05**

I'm getting to it, only so many hours in the day. ;)

Title: **Re: EDPT - Earthdawn Publishing Trust**
Post by: arma on **April 10, 2009, 22:59**

Just saying for everybody who's now searching their hard drives for old EDPT files. ^ ^ ;)

Title: **Re: EDPT - Earthdawn Publishing Trust**
Post by: **Valkyrie** on **April 23, 2009, 01:37**

I think I have all the English stuff up on the site, Arma. Thanks :thumbsup: I'm gonna work on the German this week.

Title: **Re: EDPT - Earthdawn Publishing Trust**
Post by: **Valkyrie** on **April 28, 2009, 17:04**

Finished! All the old German and English netbooks are back up on EDPT. Vinsane has the Encyclopedia back up. Hmmm gonna have to meet with the guys and see what's next on the agenda. :wink:

Catch ya later,

Valkyrie

Title: **Re: EDPT - Earthdawn Publishing Trust**
Post by: **Citizen Joe** on **April 28, 2009, 17:44**

I can't believe you actually have swordchucks (http://www.edpt.org/index.php?name=Encyclopedia&op=content&tid=387) in there... as a real weapon.

Title: **Re: EDPT - Earthdawn Publishing Trust**
Post by: **Mouse** on **April 28, 2009, 18:21**

Not trying to be contrary with you, Joe, as I have no vested interest in nunchaku / sword hybrids and I took your tone to be quite playful... but on a scale of the ridiculous I'd have to rank swordchucks on a par, if not lower, than flying ships, swashbuckling lizard men, pixie warriors, talking rock men and bog gobs! ;)

Title: **Re: EDPT - Earthdawn Publishing Trust**
Post by: **Raven Bloodeyes** on **April 28, 2009, 19:10**

Don't worry everybody is contrary with Joe at some point ;) but it makes for more interesting discussions!

At swordchucks.... LOL! I'm tempted to see what putting foam blades on my real nunchucks would work, but I suspect the whole spinning part would make a blade on such things really random as to whether it bumps or cuts..... that and any real chuck work would be extremely dangerous bouncing it on yourself.... also, I find it funny they think you need to pendling it up to speed when you can do a viciously fast swing from a stationary chuck either dangling or under the arm. BUT.... it is fantasy after all.... to each his own level of abstraction.

At EDPT! Awesome work!!! Glad to see that treasure trove back up and running! Yeehaw!

Title: **Re: EDPT - Earthdawn Publishing Trust**
Post by: **stormcrow** on **April 28, 2009, 19:46**

Quote from: Raven Bloodeyes on April 28, 2009, 19:10

> Don't worry everybody is contrary with Joe at some point ;) but it makes for more interesting discussions!

I have it on good authority that he revels in this ;)

Title: **Re: EDPT - Earthdawn Publishing Trust**
Post by: **kevsurp** on **June 04, 2009, 01:11**

tried going there today and get a blank page that says this

You are banned from this site due to a unknown user-agent

what gives?

Title: **Re: EDPT - Earthdawn Publishing Trust**
Post by: **Valkyrie** on **June 07, 2009, 21:55**

Sorry it took me a while to reply. I was away on vacation. Can you tell me me more about your problem? The software for the website tends to block certain HTTP referers and email domains after they flood the system a few times. The more you can tell me about how the block occurred, the better I can help you.

Title: **Re: EDPT - Earthdawn Publishing Trust**
Post by: **kevsurp** on **June 14, 2009, 01:33**

When i go there with IE it gives me the following error message

Unknown user-agent
You are banned from this site due to a unknown user-agent.

but if i go there with firefox i ok.

Title: **Re: EDPT - Earthdawn Publishing Trust**
Post by: **Anunnaki** on **June 14, 2009, 02:42**

Hiya,

IE8? Or an earlier version? (The more information about browser versions, the better... Not all versions of IE are created equal. ;))

Take kaer, James

Title: **Re: EDPT - Earthdawn Publishing Trust**
Post by: **Valkyrie** on **June 14, 2009, 06:12**

OK, I think I've made a temporary fix. The programming has yet to update the code since the new IE came out so it's not recognizing the the program as safe. Try it now and let me know if you still have the same problem.

Title: **Re: EDPT - Earthdawn Publishing Trust**
Post by: **kevsurp** on **June 14, 2009, 17:24**

i have ie8 and yes i was able to go there today thanks for the help

Title: **Re: EDPT - Earthdawn Publishing Trust**
Post by: **Valkyrie** on **June 14, 2009, 17:35**

Glad to be of help.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=6743.0. It is a snapshot of the page as it appeared on Oct 21, 2011 23:32:07 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => Novels => Topic started by: Nahor on November 24, 2009, 00:29

Title: **Reading the novels**
Post by: **Nahor** on **November 24, 2009, 00:29**

I am on the third one now, Immortal Twilight.

I have to say they are good. I keep wanting Daylen to become an adept, particularly a traveled scholar (if they are no longer restricted to dwarves). He's a good character and I can't wait for the ending.

BUT . . . ferrets are not rodents. They don't belong to the rodentia family at all. :P

As for Anarya's Secret, I thought it was good as well. I'd like to see a sequel since the ending left us with a cliffhanger.

Mind you, the above is just a surface review stating my liking for the books. If I had the time I suppose I'd do a proper one including any criticism instead of just praise. :P

Keep up the good work. I look forward to more.

Title: **Re: Reading the novels**
Post by: **Crusader** on **November 24, 2009, 11:49**

Hmm, haven't looked at the new novels yet, but I did read all the old FASA novels.

Title: **Re: Reading the novels**
Post by: **hankwoon** on **November 24, 2009, 14:41**

Quote from: Nahor on November 24, 2009, 00:29

> BUT . . . ferrets are not rodents. They don't belong to the rodentia family at all. :P

Bik-Bik would like you. ;D

Title: **Re: Reading the novels**
Post by: **Anunnaki** on **November 24, 2009, 18:00**

I want a Bik-Bik plush toy now. :)

Title: **Re: Reading the novels**
Post by: **Dammi** on **November 24, 2009, 18:08**

(http://www.stuffemal.com/store/images/product/Ferret_4556_prod.jpg)

There you go. *pats on head*

Title: **Re: Reading the novels**
Post by: arma on **November 24, 2009, 18:24**

That's a regular ferret. Bik-bik is a Cathayan Ferret.

(The previous sentence probably doesn't have any meaning to anyone outside the development team, and probably neither to anyone inside the development team who doesn't remember that Cathayan Ferrets differ from regular ferrets. Shame on you. ;D)

Title: **Re: Reading the novels**
Post by: **Dammi** on **November 24, 2009, 19:22**

Blame the plush toy industry.

Title: **Re: Reading the novels**
Post by: **ED_Chronicler** on **November 24, 2009, 20:42**

Sounds like we need a new miniature to correct this horrid oversight.

Title: **Re: Reading the novels**
Post by: **hankwoon** on **November 24, 2009, 20:47**

Yeah, Bik-Bik miniature! lol

Title: **Re: Reading the novels**
Post by: **Raven Bloodeyes** on **November 25, 2009, 03:38**

I remember! So :P, arma! ;)

Why a mini, why not go straight for the plush toy.... make it a new marketing angle... **Earthdawn** PlushToys!!! (I can see Verji now... a fav with the kids :jester:)

Title: **Re: Reading the novels**
Post by: arma on **November 25, 2009, 11:47**

Why do we have to choose between a mini and a plush toy?
Can't we have plush minis?
(added benefit in that you can't hurt yourself on any sharp edges...)

Title: **Re: Reading the novels**
Post by: **Sethariel** on **November 25, 2009, 13:18**

There is a plush-toy Cthulhu so a plush-toy Verji would be... well very >:D

(http://www.rebel.pl/repository/thumbnails/minicthulhutoyvault.170624.1180x0.jpg)

I would buy one probably :) And it may be a good way to have some more women join **Earthdawn** fans...

Okey... I wouldn't buy it, I don't like plush-toys :) But I know people who like them ;)

Title: **Re: Reading the novels**
Post by: arma on **November 25, 2009, 14:00**

Plush Verji could so totally kick plush cthulhu's... tentacles... or whatever they are...

^^ ;)

Title: **Re: Reading the novels**
Post by: **Dammi** on **November 25, 2009, 15:04**

That looks like Kathy's Helloween costume!

Title: **Re: Reading the novels**
Post by: **Enkidi Li Halan** on **November 25, 2009, 17:27**

Quote from: Dammi on November 25, 2009, 15:04

> That looks like Kathy's Helloween costume!

Hmm, that reminds me of something.....

Title: **Re: Reading the novels**
Post by: **werefrog** on **November 25, 2009, 23:59**

Cthulu is becoming a children's character now.

(http://lh5.ggpht.com/abramsv/R7pp56oD5EI/AAAAAAAAI3s/kxl9yTQCo9k/994485003_7f7f182124_o.jpg)

Title: **Re: Reading the novels**
Post by: **ED_Chronicler** on **November 26, 2009, 00:05**

Could u imagine going into a mall or shopping center where they have those pictures with Santa displays and having a "Picture with Cthulu" setup going instead.

Title: **Re: Reading the novels**
Post by: **Telarus** on **November 26, 2009, 00:48**

Quote

> Want a child-friendly way to introduce your little one to the traditions of the Old Cult? Meet little Cthulhu, who lives in the magic city of R'lyeh with all his friends, as you and your child embark on a fun and educational journey through the world of the Great Old Ones, meeting all kinds of new buddies from the Necronomicon along the way, from Azathoth to Yog-Sothoth! This series has won multiple awards and has been enthusiastically approved by the department of child-developmental psychology at Miskatonic University.

http://laughingsquid.com/the-adventures-of-lil-cthulhu/

Title: **Re: Reading the novels**
Post by: **Nahor** on **November 26, 2009, 02:33**

Quote from: arma on November 24, 2009, 18:24

> That's a regular ferret. Bik-bik is a Cathayan Ferret.
>
> (The previous sentence probably doesn't have any meaning to anyone outside the development team, and probably neither to anyone inside the development team who doesn't remember that Cathayan Ferrets differ from regular ferrets. Shame on you. ;D)

That's funny. So is a Cathayan ferret part of the rodent family? Are there any sketches? When I see the word ferret, I automatically see a ferret in my head.

I guess from a literary standpoint since Hank wrote the book primarily in third person limited perspective (limited to Daylen's thoughts and emotions) the rodent bit could merely be his own perspective on Bik Bik since the ferret, er rodent, tends to irritate the crap out of him. :P

P.S. With two novels set in Cathay and probably a third on the way if this is a trilogy (I still have half the book left) does this mean a Cathay source book is in the works?

Title: **Re: Reading the novels**
Post by: **Dammi** on **November 26, 2009, 06:42**

Quote from: Nahor on November 26, 2009, 02:33

> P.S. With two novels set in Cathay and probably a third on the way if this is a trilogy (I still have half the book left) does this mean a Cathay source book is in the works?

Yes and yes. :)

Title: **Re: Reading the novels**
Post by: **ED_Chronicler** on **November 26, 2009, 07:14**

Quote from: Nahor on November 26, 2009, 02:33

> P.S. With two novels set in Cathay and probably a third on the way if this is a trilogy (I still have half the book left) does this mean a Cathay source book is in the works?

O.o

I think someone's just emerged from their Kaer.

Title: **Re: Reading the novels**
Post by: **Sethariel** on **November 26, 2009, 14:06**

Take a look HERE (http://www.redbrick-limited.com/cms/index.php?categoryid=47&p2_articleid=163) Nahor :)

Quote from: ED_Chronicler on November 26, 2009, 07:14

> I think someone's just emerged from their Kaer.

At least he is not a cadaver man or some other Horror Construct ;)

Title: **Re: Reading the novels**
Post by: **Nahor** on **November 28, 2009, 07:10**

Quote from: Sethariel on November 26, 2009, 14:06

> Take a look HERE (http://www.redbrick-limited.com/cms/index.php?categoryid=47&p2_articleid=163) Nahor :)
>
> Quote from: ED_Chronicler on November 26, 2009, 07:14
>
> > I think someone's just emerged from their Kaer.
>
> At least he is not a cadaver man or some other Horror Construct ;)

Thanks for the link, and I totally have been in a kaer. :P I hadn't realized this was in the works for so long.

Freshly emerged, I have all the ED books now, am working on reading the 3e stuff, and creating some nifty things for the open call.

This is my game and fantasy setting of choice. I love the world, and am thankful it is alive and well.

Title: **Re: Reading the novels**
Post by: **Nahor** on **December 07, 2009, 05:34**

I finished Immortal Twilight. I loved the humor by both Bik Bik and Bei (coward's weapon). Shu shu and boo? Very funny. I liked the final battle for the most part as well, but it felt very rushed.

To be honest it felt like the last forty pages went by way to quickly and the main plot seemed forcibly unraveled/came to an end instead of flowing freely. Also, while I realize there is a third book on the way. The ending mirrored the first book's ending too much: A quick battle, the bad guy(s) die, the heroes exit stage, an epilogue. There was no real denouement, just climax and end (or in this case a To be continued . . . dun dun dun!!!). Don't write the story like a dude finishing sex--don't just roll over and fall asleep. :P To me the ending can serve as an extra space to let the main character(s) grow and let things resolve. Again, because it's a trilogy you can maybe get away with it, I just want to see Daylen and Su

Shen grow some more, preferably together even though it has been said Daughters can't, but meh. Point being it just ended too quickly when there was a huge set up.

Other than that, I really liked it. I loved the way the warriors espoused their different view points on their discipline, and then Bei, after putting Tong's viewpoint to practice altered his and thus grew as a character in the story (and as a Warrior in **Earthdawn**)--that was a very subtle growth in character and it worked very well.

Also, thanks for letting me learn something. I had never ever heard the expression, "quail in fear." I thought it was a typo for the more common, "quake in fear," but I looked it up. It still looks weird but that's only because I'm not used to it.

Another also, were the two words used by the scholar for his nifty grenade taken/inspired from Willow? I've only ever heard Tuatha and Avaktu from that movie (never read the books the movie was based on).

A third also, Hank, have you ever read the children's book, "Everyone Knows What a Dragon Looks Like" by Jay Williams, illustrated by Mercer Mayer (copyright 1976). The illustrations and depiction of the dragon as a fat old man reminded me of your books and the chapter heading illustrations.

And finally, I especially liked Hank's books because while they are firmly set in ED, they are not overly conscious of it in that game specific terms do not come off as jargon where only the initiated will understand. In the course of writing (and soon to be re-writing and adding to) my own ED story, I have striven for wide accessibility.

Anyway that's it. I look forward to the third book. Keep up the good work.

Title: **Re: Reading the novels**
Post by: **hankwoon** on **December 07, 2009, 06:51**

Yes! Willow and The Mummy both where the magic jibberish words for the spike bomb come from. ;)

Title: **Re: Reading the novels**
Post by: **ED_Chronicler** on **December 07, 2009, 07:09**

I'm still waiting for that third book so I can read the first two :-).

Title: **Re: Reading the novels**
Post by: **Dammi** on **December 07, 2009, 07:39**

Quote from: ED_Chronicler on December 07, 2009, 07:09
> I'm still waiting for that third book so I can read the first two :-).

Reading them separately won't spoil the fun, honestly.

Title: **Re: Reading the novels**
Post by: **ED_Chronicler** on **December 07, 2009, 08:22**

Its a matter of how I read, once I start reading a book, I'll litterally read through it at a breakneck pace, finishing it in one, maybe two days, depending upon how tired I am when I return from work. Last week I read thru six books in 3 days, some where only 100 pages each though. For me a good book that's 600 pages, is the type of book I love to read.

Title: **Re: Reading the novels**
Post by: **hankwoon** on **December 07, 2009, 17:01**

I've got some good stuff coming up for the third one, and I'm excited to start writing it, but RedBrick has some other novels in the queue first, so honestly it's probably going to be a couple years before it's out.

Also, I recently had an executive producer from Weed Road Pictures (I Am Legend, Mr. & Mrs. Smith, et al) ask to see a copy of a screenplay I wrote (and a few other production companies as well), and if any of them bite, I might be a little distracted for a while (since that will essentially be a green light to start a few other scripts I've been wanting to write).

Title: **Re: Reading the novels**
Post by: **ED_Chronicler** on **December 07, 2009, 17:53**

er Gratz and NOOOOOO. I don't like to stop when I'm reading :-(well, I might have to do it. I figured it would be done much sooner.

So be it. :-) and I wish you the best on those screenplays.

Title: **Re: Reading the novels**
Post by: **Nahor** on **December 07, 2009, 18:03**

A few years? Ouch! We've heard of cock tease, you are being a book tease--two books out fairly quickly and the third a couple years later? :P j/k

Good look on the screenplays too!

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=7196.0. It is a snapshot of the page as it appeared on Nov 2, 2011 20:50:20 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => Free Stuff => Topic started by: Sushy on May 20, 2010, 08:28

Title: **[Request] Spell Book**
Post by: **Sushy** on **May 20, 2010, 08:28**

Hi!

In EDC you created a spell book for the different magic discis.
Are you going to make a free one for ED3, too?

If not, is it possible to get an extra pdf for the Spellbook Page of the Extended Char Sheet? One page supports not enough space for spells. And using a new Sheet for every Spell Page...? So a pdf with 5 Spell Book pages or s.th. like that would be great, so you only need one file.

What do you think?

Title: **Re: [Request] Spell Book**
Post by: **Dammi** on **May 20, 2010, 09:15**

No time for a separate grimoire PDF at this time, sorry.

Not sure what the difference is to use one page several times over having a pdf having several copies of the same page inside? You could create such a file easily yourself, with exactly the number of pages you need, btw.

Title: **Re: [Request] Spell Book**
Post by: **Grinder** on **May 20, 2010, 09:48**

He likes your layout-skills, dude. :D

Title: **Re: [Request] Spell Book**
Post by: **Dammi** on **May 20, 2010, 10:11**

Flattering! But I meant from the file we provided, of course. Just duplicate the same page over an over. :)

Title: **Re: [Request] Spell Book**
Post by: arma on **May 20, 2010, 16:09**

I guess it's because of the function to save the file.
If you wanted to fill out and save the file (not print it and then fill out) to keep a record of your spells that you add to again and again, you'd have to keep several files for "the same grimoire".

Title: **Re: [Request] Spell Book**
Post by: **Sushy** on **May 27, 2010, 11:08**

> Quote from: arma on May 20, 2010, 16:09
> I guess it's because of the function to save the file.
> If you wanted to fill out and save the file (not print it and then fill out) to keep a record of your spells that you add to again and again, you'd have to keep several files for "the same grimoire".

Exactly my point. I like filled pdfs and if you want to have a digital version of the grimoir you have to keep 2-3+ complete char sheets only for one page each.

Title: **Re: [Request] Spell Book**
Post by: **EpicEDGM** on **June 07, 2010, 13:53**

I've come up with a solution. This link is to a page with a file attached that I created by combining 5 copies of the Spell page from the extended character sheet into a pdf package. Hope this helps.

http://sites.google.com/site/alternateearthdawnrules/home/**earthdawn**-resources
(http://sites.google.com/site/alternateearthdawnrules/home/**earthdawn**-resources)

Title: **Re: [Request] Spell Book**
Post by: **Sushy** on **June 09, 2010, 11:58**

Yes this works. You have 5 pages for your spells. But there is still a problem. You can save the pdf with the stuff you fill in. So this doesn't work at all :(.

Title: **Re: [Request] Spell Book**
Post by: **EpicEDGM** on **June 09, 2010, 15:42**

I'll try to fix this and then repost it.

Title: **Re: [Request] Spell Book**
Post by: **Elidis** on **June 09, 2010, 19:24**

Hi,

there is nothing to fix. Only use another pdf viewer than Acrobat Reader ;)

no joke!

Nearly every freeware pdf viewer which is not from Adobe, may save field entries.

For myself I am using PDFXCHANGE VIEWER.

The only thing which is confusing, your pdf includes 5 separate Sub-pdf's.
This not needed. If you need a second spell-list use copy and rename :thumbsup:

Title: **Re: [Request] Spell Book**
Post by: **EpicEDGM** on **June 11, 2010, 14:20**

I didn't know how to do that copy and rename stuff. But I did fix it so that you can save it with Adobe Reader.

Title: **Re: [Request] Spell Book**
Post by: **Sushy** on **June 14, 2010, 09:37**

Thanks for the work.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=2835.0. It is a snapshot of the page as it appeared on Nov 20, 2011 18:03:51 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Players => Topic started by: PunkxRonin on September 18, 2007, 05:39

Title: **Request: Warrior Dicipline Tips**
Post by: **PunkxRonin** on **September 18, 2007, 05:39**

Hello every one, let me get to my question.

I've been playing in an **Earthdawn** game as a Thief, and as the story has progressed it has become necessary for my Thief to part ways with the party (long story), In his place I am going to be bringing in a Warrior.

I've never played a Warrior, and the only true "combat" class I've played is a sword-master years ago. What tips can you offer to assist me in jumping in as a damage dealer, and all around combat-character?

I'm going to be building him as an Elf, and my GM has given me 80 points to buy attributes with instead of the standard 60 something. As well as the bonus attribute points, he's been given 4,900 legend points to spend.

I see this character as more lithe and agile, then tough and brutish. Mix elven beauty with flowing weapon strikes and parries/dodges. I'm working on the character's background, but I am thinking he will be a younger elf (20s to 40s), and along the path of the Warrior on the Wheel. He'll likely wield a spear (or some type of pole-arm) as his primary weapon, perhaps a large two handed sword as well.

So what should I be doing to make sure he'll survive combat? What talents are useful? what knacks should I be looking at? What roleplay hooks should I look into for an Elven Warrior? I'm still new to the lore of the system and would like to find some interesting story hooks to incorporate into his back story, as I'd like this character to be a bit more too him then just a random elf-warrior.

Any tips or advice is more then welcome. Thank you.

Title: **Re: Request: Warrior Dicipline Tips**
Post by: **Horseboy** on **September 18, 2007, 06:50**

Well, for the lithe style warrior, acrobatic strike is very useful. If you do, avoid blow becomes less useful, as your physical defense will be much higher than your step for Avoid Blow. Building riposte as a skill can be handy, since, technically, your enemy doesn't have to hit to provoke a riposte. (Note, that a bit cheesy and some GM's may not allow it, so talk it over with him before you begin)

Title: **Re: Request: Warrior Dicipline Tips**
Post by: **Raven Bloodeyes** on **September 19, 2007, 02:46**

Air Dance, both to go first and to possibly get that extra attack at the end of the round can be HUGE! And work very well with the elf's dexterity and the idea of moderate to light armor (for less init. penalty). Anticipate Blow goes really well with this as well (works if

you win init), and plays on the aspects of a smart fighter who can move.

imo Wood Skin can be very over-rated, so be careful there. Using those recovery tests with Boosters can be a lot more effective, esp. as you'll usually have less of them. While the boost ahead of time can be nice, be careful as it could be an issue if your Toughness isn't high enough to have 3 recovery tests per day.

I also second the Acrobatic Strike there. Raising your PD never hurts and with more of a "finesse" Warrior fits the style quite well also.

For elven style, more "natural" armors work, but are certainly NOT required or even, necessarily, a majority; for example: Fernweave. (watch out for the low armor rating though, as a frontline fighter that can hurt), so Hide might be a compromise, esp. if funds are tight.

Title: **Re: Request: Warrior Dicipline Tips**
Post by: **Xelee** on **September 19, 2007, 03:22**

Since Dex is by far the most important stat in **Earthdawn** for all combat based characters, a Dex based Warrior build has a lot going for it from the get go. Are there any effective early (later on airdance can arguably get superseded) warrior builds that DONT use at least Airdance (and Tiger Spring) and Acrobatic strike wherever possible? Anticipate blow is nice but does RB **Earthdawn** allow you to use it with Airdance? (Classic doesn't) Otherwise Anticipate blow would have to generate some impressive bonuses to be equivalent to a whole extra attack.

I do agree that Acrobatic strike makes avoid blow suddenly very risky unless Avoid blow is very high and all fails do not cause knockdowns.
My groups concensus is that overall Woodskin is worth it, though there is a platau in usefulness after the first four circles and before the party gets access to the recovery spell. Our Warriors have always held off on activating their woodskin until they were sure they were going to need it each day though.

Title: **Re: Request: Warrior Dicipline Tips**
Post by: **General Ashnak** on **September 19, 2007, 04:21**

If you are going for the Dex based character watch out for the minimum strength requirements on the weapons you are looking at - go the spear and broadsword/shield combo and start with dex 20, this gives you a nice max of 29 to aim for with your stat increases and an indrisian blood cobra :D.

As for Talents/Skills, avoid too many strain inducing skills - it is tempting but you will make your character very vulnerable. Go for things which increase PD and initiative, extra attacks are awesome when you have reach over your opponents! Use the ADM not the standard Warrior so you dont have to take combat Talents you are never going to use.

Finally blood charms can make all the difference for low level Warriors.

As for Elven Warriors, the most interesting I have come across was a Theran Elf who was on the losing side of a battle, he lost an arm and leg as a result of his injuries and they were replaced by crystal limbs; he was then Re-Named and started his new life as a Barsaivian. For more standard **Earthdawn** backgrounds: member of any one of the Elven social groups around Barsaive (make one up! its great fun creating an entire village/town/kaer for your characters background and will give you many ideas for who he is, why he is the way he is, and how he acts) - btw excuse the he as opposed to she but I was just putting my thoughts down - actually a woman whose family has been killed and is out for revenge could be a lot of fun...

Title: **Re: Request: Warrior Dicipline Tips**
Post by: **PunkxRonin** on **September 19, 2007, 05:46**

Here's what I have so far, tell me what you think.

Dex: 20, Strength: 15, Toughness: 14, Perception: 12, Willpower: 14, Charisma: 13

I raised Dex once with legend, and was given 80 points to spend on attributes (thus them being a bit higher).

Karma Ritual 2
Acrobatic Strike 3
Air Dance 3
Melee Weapons 3
Unarmed Combat: 2
Wood Skin: 3
Anticipate Blow 3
Duribility: 3
Throwing Weapons: 1

Bought Karma up to 10

have 350 Legend left (out of 4900).

I'd love to go to circle three, but it would cost me 1500 legend (to buy dex up another level and to purchase the next two talents)

As for Armor I'm looking at Hardened leather. And a Polearm as his primary weapon (broadsword, as a backup)

I'm still working on his back story, but thinking he'll likely either be a mercenary, or some thing like that.

Title: **Re: Request: Warrior Dicipline Tips**
Post by: **griton** on **September 19, 2007, 18:43**

Quote from: Xelee on September 19, 2007, 03:22

> Anticipate blow is nice but does RB **Earthdawn** allow you to use it with Airdance? (Classic doesn't)

RB **Earthdawn** = Classic

While I'm sure everyone understands you in this case, for future reference, Red Brick Limited produces **Earthdawn** Classic (RB ED, EDC, Classic, etc) . FASA produced 1st Edition **Earthdawn** (FASA ED, ED1), and to continue the chain of thought for anyone else that doesn't already realize it: Living Room Games produced 2nd Edition **Earthdawn** (LRG ED, ED2).

Title: **Re: Request: Warrior Dicipline Tips**
Post by: **General Ashnak** on **September 20, 2007, 00:17**

Yep I have a sugestion - as you are using a standard package warrior don't take any Talents that you are not going to use as you are just wasting LP, you have spent 700 legend points on Unarmed Combat and Throwing Weapons - Why?

BTW are you using 1st or Classic to make your character? - If using classic download the ADM from the download link above and see if the GM will let you make a Warrior using it and the standard Classic rules for character creation and advancement, not the 1st edition rules (there are some very important diverences between the two when creating an experienced character).

Title: **Re: Request: Warrior Dicipline Tips**
Post by: arma on **September 20, 2007, 00:48**

You can combine Air Dance with Anticipate Blow, in fact, EDC did away with most limitations in that area.

some thoughts on the Warrior (part in general, note that this also covers future development):

Anticipate Blow vs. Acrobatic Strike
Although you can use both, there's of course the option not to learn one of the two, or to use only 1 (strain and all).
In ED1, you would just use AcroStrike as your attack, which isn't the case anymore (though I guess some players rate it high out of a habit. A short overview:
AcroStrike: raises your defense against everybody, but you also have to roll against your best opponent. Also, you loose the bonus in certain circumstances.
Anticipate: raises against one opponent only, but you only got to roll against that one. You need initiative, but you also get a bonus to attack.

The bottom line is that AcroStrike is very useful against lots of weaker foes (high chance to succeed, protects against all), while Anticipate is good for duelists, single strong foes. But it needs initiative. If you're going for a fast Warrior, it's the ideal choice.

Armor vs. defense
Everybody will agree that it is better to not get hit at all. And in this case, you don't need armor. However, armor is also useless without a high defense... because of armor defeating hits. In ED, you cannot rely on armor for protection, you need to get your defense high enough to not get hit with an excellent result. It is never wrong to choose a suit that doesn't bring along any penalties, but if yyou choose something heavier, let your defense boosters support your armor by making it useful.

Avoid Blow
The ages-old problem. As soon as you boost your defense, it becomes more or less worthless, except if you house-rule it to not cause knockdown on a poor result (which becomes more likely in itself, because your opponent has beaten your *higher* defense in the first place. It is worth having it as a fallback option, but keep in mind you can also spend karma on it. If in doubt, as long as you can boost our defense, raise something else (esp. that defense boosting talent) first.
Similar for Wood Skin. If you roll it, you got your TOU step in there. Every additional rank brings an average of +1 point. TOU brings 4 to 6 from the start. Also, Karma is more valuable than a single rank here.

Managing resources
Money, for now.
If you go with a two-handed weapon, you should spend your money on that one (=take it to the Weaponsmith of your choice and have it forged) before spending it on armor. For one, because as you already got it, you should use it's advantages. A pole-arm is only +3 steps damage, but prevents you from using a shield. That has got to pay out. In EDC, Forge Blade can enhance a weapon a number of times depending on Size, so the larger the weapon, the nastier it gets. Armor is a problem, see above, which is why you shouldn't invest too much here.
Then, your backup. As you got no shield as far as we know, why go with a one-handed weapon now? Of course it makes sense role-playing wise, but so would a short-sword only, or a troll-sword (you can call it an elven greatsword or something).

As always: depends on style of play the group has, naturally.

Oh, the General posted in-between:

If you don't have a talent t least at rank 1, you can't simply raise it with your standard 8 hours of meditation.
I suggest strongly to spend at least the couple of hundred of LP for a rank 1 at any talent, no matter what.
If you got it, you can use it...
Defaulting to attributes is possible, but harder in EDC. You need a goodd result.
Also, there's lots of talents that can't be used as default skills, and being able to use them with just 1 rank can come in handy at times (see Wood Skin above)

Title: **Re: Request: Warrior Dicipline Tips**
Post by: **Horseboy** on **September 20, 2007, 01:04**

Quote from: arma on September 20, 2007, 00:48

> A pole-arm is only +3 steps damage, but prevents you from using a shield. That has got to pay out. In EDC, Forge Blade can enhance a weapon a number of times depending on Size, so the larger the weapon, the nastier it gets. Armor is a problem, see above, which is why you shouldn't invest too much here.

??? When did this happen? My pdf says +7. Enough forge blade could get that up to a sweet +13. :thumbsup:

Title: **Re: Request: Warrior Dicipline Tips**
Post by: arma on **September 20, 2007, 01:33**

I was a bit short on that one. Also, I had the pole-axe in mind with that +3.

Okay, comparing a Broadsword to a Pole-arm:
Broadsword is Damage 5 and Size 3.
For our Pole-arm, let's take Damage 7 and Size 5.
We neglect STR minimum and so on, let's just suppose he uses a Size 5 Pole-arm with his 15 STR.

So, he's "giving up a hand" for 2 steps of damage. This hand could hold a shield, adding to armor, and probably magical at some point. Mediocre trade. (Later, Second Weapon adds in heavily)
But: you can Forge a pole-arm more often, because the rule is as follows:
You can forge it a number of times equal to the weapon's Size, or it's original Damage step, which ever is lower.

The Broadsword can be forged 3 times (Size 3), the pole-arm 5 times (size 5).

In the end:
Broadsword: 8
pole-arm: 12
Four steps ahead, which is a much better trade for your "free hand".
Costly, though. But it's "only" money, not LP.

Title: **Re: Request: Warrior Dicipline Tips**
Post by: **Mataxes** on **September 20, 2007, 04:48**

Quote from: arma on September 20, 2007, 00:48

> You can combine Air Dance with Anticipate Blow, in fact, EDC did away with most limitations in that area.

I think we added a caveat that if you delayed your action to get the attack bonus from Anticipate Blow, you lost the extra attack from Air Dance, since your actual initiative was no longer high enough to qualify.

Quote

> If you don't have a talent t least at rank 1, you can't simply raise it with your standard 8 hours of meditation.

That is not the official ruling (though it is a house rule I've run into from time to time). During your initiation into the Discipline, and each time you advance in Circle, you are given the 'basics' of the talents available at that Circle, and can raise them from Rank 0 to Rank 1 at any point after that.

Title: **Re: Request: Warrior Dicipline Tips**
Post by: **PunkxRonin** on **September 20, 2007, 05:41**

Heh ok I'm a bit confused right now... Let me clarify a bit. Our group is using the Second Edition of **Earthdawn** hope that helps a bit, as I'm lost on some of these acronyms and other versions of the system.

> Quote from: General Ashnak on September 20, 2007, 00:17
>
> Yep I have a sugestion - as you are using a standard package warrior don't take any Talents that you are not going to use as you are just wasting LP, you have spent 700 legend points on Unarmed Combat and Throwing Weapons - Why?

Don't I have to in order to reach the next Circle? I'm under the impression to reach circle 2 I need to have 5 talents at rank 2... thus every talent in rank 1 is at least a 2 (Unarmed Combat included).

Then upon reaching Circle 2, I need to purchase the talents at rank one for a total of 300 karma. (Throwing weapons, Anticipate blow, and Durability).

I don't really plan on using throwing weapons, or unarmed combat that often (though one never knows I might need to fight bare-handed, or attack a foe who's out of melee range.) But either way am I figuring how to level up incorrectly as I'd much rather invest the points to reach Circle 3 and pick up Tiger Spring.

As for the Sword vs. Polearm debate, for Role play reasons I would like my elf to use a Polearm.That being said, I don't quite understand the damage bonus you're discussing. In my book the stats on a Polearm are as follows: Damage Step 8, Min strength 15, Weight 12, and Size 6.

According to my book, Forge Blade states "The Damage step on a weapon may not be increased in this fashion more times than the value of it's natural Damage Step". So does that mean then that I can theoretically get a polearm with a damage step of 16?

Thank you all for the help, sorry I'm just a bit new to this system and I'm trying my best to figure it all out. Could you please clarify a bit for me? Thank you.

Title: **Re: Request: Warrior Dicipline Tips**
Post by: **Mataxes** on **September 20, 2007, 07:25**

> Quote from: PunkxRonin on September 20, 2007, 05:41
>
> Heh ok I'm a bit confused right now... Let me clarify a bit. Our group is using the Second Edition of **Earthdawn** hope that helps a bit, as I'm lost on some of these acronyms and other versions of the system.

This settles a bit of the confusion, and my answers will address the second edition (highlighting relevant differences from both ED1 and EDRB).

> Quote
>
> Quote from: General Ashnak on September 20, 2007, 00:17
>
> > Yep I have a sugestion - as you are using a standard package warrior don't take any Talents that you are not going to use as you are just wasting LP, you have spent 700 legend points on Unarmed Combat and Throwing Weapons - Why?
>
> Don't I have to in order to reach the next Circle? I'm under the impression to reach circle 2 I need to have 5 talents at rank 2... thus every talent in rank 1 is at least a 2 (Unarmed Combat included).

Not every talent. In ED2, all Disciplines have 6 talents available at First Circle (in ED1 and EDRB, spellcasters get 7). Therefore, you don't need to take one of the talents at all if you don't want to.

Quote

> Then upon reaching Circle 2, I need to purchase the talents at rank one for a total of 300 karma. (Throwing weapons, Anticipate blow, and Durability).

I've heard of several groups that require PCs to purchase all the talents at your new Circle (and if your group does so, that's fine) -- but the rules do not (and never have). To reach Circle 3, you need 6 talents at Rank 3, and one of those 6 must be a Second Circle talent. You only *need* to purchase one of your available Second Circle talents in order to advance.

You also don't *need* to raise an attribute before advancing, although the "use it or lose it" rule from ED1 & ED2 often made that a given.

Quote

> According to my book, Forge Blade states "The Damage step on a weapon may not be increased in this fashion more times than the value of it's natural Damage Step". So does that mean then that I can theoretically get a polearm with a damage step of 16?

Under ED2, yes. Pay attention to the time limit on Forge Blade, however. As it is not a permanent increase in Second Edition.

If you'll indulge me, a bit of background...

Under ED1, the damage limit on Forge Blade was the weapon's damage step, allowing for effectively double damage from weapons. There was no time limit to the talent -- once forged, the boost was permanent. This led to an unfortunate (?) escalation in terms of weapon damage -- for example, all of the Throalic army was equipped with fully-forged broadswords (because they had an army of smiths to make them). It also led to a general belief of thread weapons not being as good/cool as forged weapons. Why invest Legend Points into Lorm's Axe, which caps out at Damage Step 9, when you can buy an off-the-rack battle-axe, have it fully forged to Damage Step 12, and save the Legend?

Anyhow, popular consensus was that Forge Blade was overpowered to a certain extent, and when Living Room Games began work on Second Edition, there was a bit of discussion about how to tone it down. Their fix was to impose the time limit, while keeping the talent's 'doubling' potential.

When we talked about the talent in RedBrick development meetings, we acknowledged there was a problem with the talent, but we didn't especially like LRG's fix (which we were under no obligation to use). We dropped the limit on forging to the lower of the weapon's size or original damage step (which, for all weapons but the quarterstaff, means the weapon's size). Thus, instead of being potentially forged to a +5, a broadsword caps out at +3. (We also have a time limit, but it is a much longer one -- at least a year and a day.)

Most people on the board here are going to assume that you're using the RedBrick **Earthdawn** rules, and arma was answering your question based on that assumption.

All clear now? Any other questions?

EDIT PS -- Oh, also, the stats for Pole Arms in EDRB are slightly different than those in ED2. Only the Pole Axe is Damage Step 8 -- other Pole Arms are Damage Step 7.

Title: **Re: Request: Warrior Dicipline Tips**
Post by: arma on **September 20, 2007, 13:34**

Quote from: Mataxes on September 20, 2007, 04:48

>

Quote

> If you don't have a talent t least at rank 1, you can't simply raise it with your standard 8 hours of meditation.
>
> That is not the official ruling (though it is a house rule I've run into from time to time). During your initiation into the Discipline, and each time you advance in Circle, you are given the 'basics' of the talents available at that Circle, and can raise them from Rank 0 to Rank 1 at any point after that.

Wheeeeee
Right, can't find it in there.
Not sure if it was that way in ED2.
Might have been something Lou said or a mix-up with multidisciplining.

Title: **Re: Request: Warrior Dicipline Tips**
Post by: **Mataxes** on **September 20, 2007, 14:35**

Yeah, the wording in all three editions is basically the same -- Once a character has advanced to the next Circle, he is entitled to purchase any talents available at that Circle, but not required. The requirement is built into the system to qualify for advancement.

When learning a Second Discipline, all of the unknown First Circle talents of the new Discipline must be learned, but that is the only time there is a requirement for purchasing talents.

Title: **Re: Request: Warrior Dicipline Tips**
Post by: arma on **September 20, 2007, 15:02**

I remember something (from Strands FAQ or some other FAQ) where it was about humans not taking VErsatility at 1st circle, and the idea was to have another human show him how to be versatile to get it to rank 1 afterwards.
I employed that IMB since then, so you had to learn a talent when advancing or would have to find a tutor later on.

Title: **Re: Request: Warrior Dicipline Tips**
Post by: **Mataxes** on **September 20, 2007, 17:27**

That isn't official either.

I think the confusion developed because the first edition rules specified that if a human PC didn't take Versatility at character creation, they had it at Rank 0, and (this is the source of the confusion) *no other talent could have Rank 0*.

Some people extrapolated from this that you needed to learn Rank 1 of your talents when you advanced in Circle, otherwise you would have to find somebody to teach it to you later. That wasn't the case, and we cleared up any potential confusion in the Compendium.

Title: **Re: Request: Warrior Dicipline Tips**
Post by: **General Ashnak** on **September 24, 2007, 01:42**

Not having to purchase any given Talent is very important as to the creation and developement of your character. Being forced to purchase a Talent you are never going to use is cruel. Also if I want to limit the Talents my character has available to him it is my call, the GM has to approve it - but it is my charcter and my choice. So if my 1st Circle Warrior starts the game with Melee Weapons and Air Dance at rank 3 and Karma Ritual at rank 1 that is my choice. Some would not think that a worthwhile thing to do as I would still need to purchase 2 Talents from 0 to 1 and then 3 Talents (including Karma Ritual) from 1 to 2 to advance to Circle 2. But if I want to and it suits my character why shouldn't I be allowed to?

Thanks Mataxes for backing me up from the rules :thumbsup: What I was saying to PunkxRonin was simple: don't waste LP on Talents you do not need unless you have a good reason - personally I do not agree with the argument: it might be usefull :snoring:

On another point, don't use the Living Room Games version of **Earthdawn** unless you have no choice in the matter, use 1st Edtition or Red Brick **Earthdawn** instead - I find even 1st Ed more robust than LRG, and RB is actually improving the system.

Sorry that seems a bit harsh on LRG, I was very happy when they started working on ED but things went rapidly downhill.

Title: **Re: Request: Warrior Dicipline Tips**
Post by: **griton** on **September 24, 2007, 19:46**

Quote from: General Ashnak on September 24, 2007, 01:42

> Sorry that seems a bit harsh on LRG, I was very happy when they started working on ED but things went rapidly downhill.

Another example of a great idea poorly executed.

RedBrick on the other hand, took a great idea, and executed it properly. ;-)

Title: **Re: Request: Warrior Dicipline Tips**
Post by: **General Ashnak** on **September 25, 2007, 00:10**

Quote from: griton on September 24, 2007, 19:46

> Another example of a great idea poorly executed.
>
> RedBrick on the other hand, took a great idea, and executed it properly. ;-)

:notworthy:

Title: **Re: Request: Warrior Dicipline Tips**
Post by: **Graven** on **October 02, 2007, 14:57**

I am with the group that makes the players purchase every talent that the discipline has. What they do after that is up to them but they will have at least 1 rank in every talent.

Title: **Re: Request: Warrior Dicipline Tips**
Post by: **General Ashnak** on **October 03, 2007, 00:19**

Its your Barsaive - just glad its not the one I play in ;D

sorry can't spell!

Title: **Re: Request: Warrior Dicipline Tips**
Post by: **Graven** on **October 03, 2007, 23:30**

Quote from: General Ashnak on October 03, 2007, 00:19

> Its your Barsaive - just glad its not the one I play in ;D
>
> *sorry can't spell!*

Care to explain?
I only ask because I have never found someone not willing to put points into every talent they receive.

Title: **Re: Request: Warrior Dicipline Tips**
Post by: **General Ashnak** on **October 04, 2007, 00:43**

Basically before the ADM it was not possible - unless playing a human - to really differentiate your character from every other member of his discipline. There was too much cookie-cutter in the disciplines. So as a way to avoid that and have LP to flesh out the character I have in the past (not always mind you) avoided purchasing talents above 0 so as to more concentrate on the concept I have had for a character. The rules also support this as you do not need to raise every talent to go up circles. This becomes especially true once your over circle 5 and it costs a lot more to buy a talent at rank 1. In short if a talent is part of the disci[pline but does not fit my concept for the character I will not buy it unless I have no choice - this has happened, I have not wanted either of the talents at circle 7 before but bought one anyway cause without it the character could not continue to advance.

Does this answer your querie? If not keep asking and I will keep answering ;D

Title: **Re: Request: Warrior Dicipline Tips**
Post by: **Talen** on **October 04, 2007, 05:43**

Was a time I played a Sky Raider who had never been on a airship in his life.... was a really enjoyable character 'til GM made us start flying ships everywhere :spinner:

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=8248.0. It is a snapshot of the page as it appeared on Nov 16, 2011 17:52:47 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: Evil Genius Prime on September 22, 2011, 10:33

Title: **Running Earthdawn for One Player**
Post by: **Evil Genius Prime** on **September 22, 2011, 10:33**

Hi there. I'm having a lot of trouble getting a group together locally to play **Earthdawn** (Can't pry the locals away from D&D).

So, until I can get some people interested, I'm going to run for my wife solo.

Can you, my fellow forumites, give me some advice on running **Earthdawn** for one player? Everything from just general advice on running for a solo player, to Race and Discipline suggestions for her character, will be more than welcome.

Title: **Re: Running Earthdawn for One Player**
Post by: **Evil Genius Prime** on **September 22, 2011, 10:35**

Also, adventure ideas that a solo player could tackle would be great as well.

Title: **Re: Running Earthdawn for One Player**
Post by: **Tanthalas** on **September 22, 2011, 15:32**

Running for one player can be an exceedingly difficult thing, no matter the system. Let me preface my advice by saying I'm somewhat new to **Earthdawn** and I haven't seem the game function at the higher circles yet.

However, if you want to keep a game with one player interesting, you need to make sure you are playing to them. It is easier to make sure that one character's needs are addressed as opposed to all four. You would have the luxury of dropping thread items with epic quest chains attached, or delving deep into the character's past for multiple story arcs. This sort of character development should likely be embraced, and you should work closely with your player to work out a detailed back story with plenty of hooks.

Starting off may be difficult, especially if either of you aren't as familiar with the rules as you might like. If you aren't super familiar with the rules, I would recommend starting off at first circle, and staying away from combat for a little bit, it can be lethal at low circles, especially if you don't give her NPCs to help her out (a dangerous route, since the focus should be on the PC)

I would recommend that she play a human Troubadour or something else with a focus on the social. Play up her versatility talent. If you don't have a problem playing with the rules, I would recommend giving her two or three versatility talents instead of a single one so that she can pick up a wide variety of things rapidly for little LP. (alternately there is a Journeyman discipline in Namegivers, but it is somewhat difficult to navigate unless you have a firm grasp on the rules.)

Remember, with one player, nothing is every game-breakingly good! Good luck!

Title: **Re: Running Earthdawn for One Player**
Post by: **BobVilla** on **September 22, 2011, 17:35**

I ran a two player game for a while and the main problem I ran into was the obvious one: Fewer players means fewer brains to tackle any given problem. I didn't consider this when I designed my game, and the players got stumped several times where a group of four or five probably would have come up with a good solution. So I would suggest keeping the stories fairly straight-forward.

And as Tanthalas, said, cater to your player's style. It's actually fairly easy to keep one person happy, since you don't have anyone else to worry about. ;) (Unless that player is a social gamer, in which case your screwed lol)

Mechanically you have a few options: You could try to emulate the normal party by using NPCs, or having her play two or more PCs. I don't much care for that option myself, but I know players who have had fun with it.

I think Thief and Troubadour make great solo disciplines for the story stuff, but when combat happens (as it invariably will), both are dreadfully boring, and rather incompetent. I'd probably jack up her power level a bit by either letting her start with two disciplines out of the gate, or letting her play a sort of gestalt: Basically chose two disciplines, and whenever she is allowed to select a talent or ability she could chose from either discipline. (effectively creating a new discipline as she goes)

If you want a more cinematic game, use lots of 'mooks,' enemies with 1 hit to uncon. They basically simulate all the unnamed extras in action flicks that the hero wades through to get to the named guys. I use them a lot in my normal campaign, and they can be a lot of fun, and for one player it definitely make her feel more heroic than going toe-to-toe with one villager...

Title: **Re: Running Earthdawn for One Player**
Post by: **Evil Genius Prime** on **September 23, 2011, 03:10**

Thanks guys.

Anyone else have anything to add? I'd love to hear more.

Title: **Re: Running Earthdawn for One Player**
Post by: **Drucifer** on **September 23, 2011, 04:08**

For single players games I have found the following to be very useful.

1) Develop the back ground of the character in detail before starting the game. This allows for hooks to be placed in the frame work and provides for a series of reoccurring NPCs that can be used to help propel the stories forward.

2) Never let them be an orphan, or if they are build their back ground so that you can reveal their family in future games.

3) Ask the player what kind of game they want to play. Grand adventure, politics, exploration etcetera and then build around that.

4) Work up some adversary NPCs that are reoccurring, the Professor Moriarty / Holmes thing works really well in a single player game.

5) Love interests / Romantic entanglements are always good, especially if the character is not interested. Unrequited love or worse, love spurned, are both massive motivators for

real people and therefore NPCs benefit from them as well.

6) Over time the player may become the “Robin Hood” with a series of “merry men”, an NPC group that defaults to the decision of the leader. The player therefore becomes responsible for this group of individuals that will perform what the leader asks and what they believe the leader needs.

7) Psychological horrors work better in a single player game than in a group game.

8) Investigative style games are perfect for the single player.

9) Combat should play a back-seat role unless absolutely necessary. Pull your punches a little and give them every opportunity to run away or escape.

10) Plan ahead for “surprises” late in the campaign. It is cool with a group but details dropped early in a campaign that become clues later can be easily caught or re-examined more readily in a single player game.

I experimented with several styles of story telling / game mastering during my solo runs and some of them worked very well. Try everything once and then go with what works for you.

Title: **Re: Running Earthdawn for One Player**
Post by: **Evil Genius Prime** on **September 23, 2011, 04:16**

Thanks for the solid advice, Drucifer.

I noticed the link to your magazine. What version of ED does it support?

Title: **Re: Running Earthdawn for One Player**
Post by: arma on **September 23, 2011, 05:03**

Just a thought on combat:
paired with certain types of other focuses, it might be worth considering having a Swordmaster or similar Discipline (Taildancer, Sword Dancer, etc.) for the character. This way, many of the action can be in duels, which can have all sorts of interesting rules, including puzzles. The duls can be set against a social adventure background or even campaign background, as the character fights his/her way up to...
...win his great love
...become famous
...gain influence in the city
...gain the right to challenge the master of the guild, who killed the character's parents/lover/etc.

Title: **Re: Running Earthdawn for One Player**
Post by: **Evil Genius Prime** on **September 23, 2011, 06:19**

Quote from: arma on September 23, 2011, 05:03

> Just a thought on combat:
> paired with certain types of other focuses, it might be worth considering having a Swordmaster or similar Discipline (Taildancer, Sword Dancer, etc.) for the character. This way, many of the action can be in duels, which can have all sorts of interesting rules, including puzzles. The duls can be set against a social adventure background or even campaign background, as the character fights his/her way up to...
> ...win his great love
> ...become famous
> ...gain influence in the city
> ...gain the right to challenge the master of the guild, who killed the character's parents/lover/etc.

More great ideas. I love it. She's reading the story "Inheritance" in the front of the Player's Guide right now. I think we're going to have a lot of fun.

I actually ran **Earthdawn** for a group back in the 90's. But this will be my first time running for just one player.

I'm really digging the 3rd Edition.

Title: **Re: Running Earthdawn for One Player**
Post by: **Drucifer** on **September 23, 2011, 07:15**

> Quote from: Evil Genius Prime on September 23, 2011, 04:16
> Thanks for the solid advice, Drucifer.
>
> I noticed the link to your magazine. What version of ED does it support?

3rd edition when it comes to Crunchy bits, though most of the information can be used in any of the editions.

Title: **Re: Running Earthdawn for One Player**
Post by: **Evil Genius Prime** on **September 23, 2011, 07:38**

> Quote from: Drucifer on September 23, 2011, 07:15
> Quote from: Evil Genius Prime on September 23, 2011, 04:16
> Thanks for the solid advice, Drucifer.
>
> I noticed the link to your magazine. What version of ED does it support?
>
> 3rd edition when it comes to Crunchy bits, though most of the information can be used in any of the editions.

Awesomeness! I'm heading back over now to download the rest. ;D

Title: **Re: Running Earthdawn for One Player**
Post by: **Ryval** on **September 23, 2011, 07:52**

Man these are great ideas... makes me want to play in a party of one... no arguing, no bickering about who accidentally stabbed so-and-so, no accusing each other of being horror-tainted and sleeping with a knife in one hand while you keep one eye open...

Yep none of that... :theyareontome:

:thumbsup:

Title: **Re: Running Earthdawn for One Player**
Post by: **Evil Genius Prime** on **September 23, 2011, 07:57**

> Quote from: Ryval on September 23, 2011, 07:52
> Man these are great ideas... makes me want to play in a party of one... no arguing, no bickering about who accidentally stabbed so-and-so, no accusing each other of being horror-tainted and sleeping with a knife in one hand while you keep one eye open...
>
> Yep none of that... :theyareontome:
>
> :thumbsup:

LOL!!! The simple life of a solo adventurer.

Title: **Re: Running Earthdawn for One Player**
Post by: **Ryval** on **September 23, 2011, 09:16**

Hey Prime, if I lived nearby I'd gladly drop in and play. But alas, the teleporter hasn't been developed yet... :cursing:

Title: **Re: Running Earthdawn for One Player**
Post by: **Evil Genius Prime** on **September 23, 2011, 18:29**

> Quote from: Ryval on September 23, 2011, 09:16
> Hey Prime, if I lived nearby I'd gladly drop in and play. But alas, the teleporter hasn't been developed yet... :cursing:

I feel your pain. Man, if the teleporter had been invented, we'd never need to worry about looking for player's with this much difficulty again. :sunny:

But yeah. Finding player's here in Western, KY for ANY GAME, is hard to do. Most established groups don't want new player's and the population is so small, that it's hard to establish new groups. (Insert Sigh Here)

Title: **Re: Running Earthdawn for One Player**
Post by: **BobVilla** on **September 23, 2011, 18:59**

I think this is just a universal problem with roleplayers. Here in Portland, OR, it's not much better. D&D out the wazoo, of course, and a fair bit of Pathfinder, but to find people for anything else takes an act of God. :) I'm actually running ED right now because we rotate DMs and I wouldn't run one of the d20 games lol. But even though everyone loves ED, nobody is willing to run it, so I haven't gotten to play in years. :(

Title: **Re: Running Earthdawn for One Player**
Post by: **Evil Genius Prime** on **September 23, 2011, 22:02**

> Quote from: BobVilla on September 23, 2011, 18:59
> I think this is just a universal problem with roleplayers. Here in Portland, OR, it's not much better. D&D out the wazoo, of course, and a fair bit of Pathfinder, but to find people for anything else takes an act of God. :) I'm actually running ED right now because we rotate DMs and I wouldn't run one of the d20 games lol. But even though everyone loves ED, nobody is willing to run it, so I haven't gotten to play in years. :(

I feel your pain, Bob. The main problem here, is that there are quite a few established groups, but they're are all stricken with xenophobia. They flat out refuse to allow new members to join them. I don't think they realize that if they don't allow new blood in, the hobby will eventually die with them. Its's a sad state of affairs.

Title: **Re: Running Earthdawn for One Player**
Post by: **Slimcreeper** on **October 04, 2011, 22:38**

I haven't read all of these posts, but I wanted to mention that I saw a really good column on rpg.net focused on running solo games. Duets is the name of the column.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=2502.0. It is a snapshot of the page as it appeared on Nov 6, 2011 15:34:20 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Players => Topic started by: Horseboy on June 20, 2007, 05:32

Title: **Sa'mistishsa**
Post by: **Horseboy** on **June 20, 2007, 05:32**

> If an elf were to hit Mes ti'Raeghsa. What cost would you use for your talents? What do you do with the other 4 durabilites?

Title: **Re: Sa'mistishsa**
Post by: arma on **June 20, 2007, 08:54**

> Cost:
> As for the time when the elf followed that past. All talents as for 1st discipline. If some weird outlook allowed the elf to multi-discipline on a path, he might have several 1st disciplines and several 2nd disciplines (and 3rd, and 4th).
>
> Durabilities:
> Pick the one you like best.
>
> Needless to say, I wouldn't let a player do that... ;)

Title: **Re: Sa'mistishsa**
Post by: **Grinder** on **June 20, 2007, 09:02**

> If the rest of the group is on a similar power level, the game can become *really* epic. ;)

Title: **Re: Sa'mistishsa**
Post by: arma on **June 20, 2007, 09:38**

> Ah, just your standard power-group in this case:
> 4-8 disciplines elf
> common western dragon
> chief-harbinger of rashomon
> horror turned "good"
> 3rd circle Troubadour
>
> and people keep asking if you allow the path-elf to pick troubadour too...
> (powergamers...)

Title: **Re: Sa'mistishsa**
Post by: **Grinder** on **June 20, 2007, 10:07**

> :spinner: ;D
>
> More like: everyboy got 15 millions LP to spend. 8) :cheerleader:
>
> (God, I love the new smileys...)

Title: **Re: Sa'mistishsa**
Post by: arma on **June 20, 2007, 10:17**

I fear we're becoming the "Die Schwarze Schar" of **earthdawn**.com...

It's all the new forums' fault... (and probably having free mornings)

Title: **Re: Sa'mistishsa**
Post by: **Grinder** on **June 20, 2007, 10:20**

Quote from: arma on June 20, 2007, 10:17

> I fear we're becoming the "Die Schwarze Schar" of **earthdawn**.com...

The difference is that those guys are acutally playing high-circle characters. We're just tossing some ideas around. ;)

Quote from: arma on June 20, 2007, 10:17

> It's all the new forums' fault... (and probably having free mornings)

Well, not exactly "free", but surfing in the web and posting in forums is much more fun then learning for business studies...

Title: **Re: Sa'mistishsa**
Post by: **General Ashnak** on **June 21, 2007, 01:08**

Quote from: Horseboy on June 20, 2007, 05:32

> If an elf were to hit Mes ti'Raeghsa. What cost would you use for your talents? What do you do with the other 4 durabilites?

It would depend on the power level of the game...

I would probably expect the player to have the costs the same as a multi-disciplined character at that point, their 1st discipline would be their 1st disciplin etc. As they are multi-disciplining after all, and they get a huge benefit to start with as they treat each discipline as their primary one whilst they progress along the path.

Title: **Re: Sa'mistishsa**
Post by: **Horseboy** on **June 21, 2007, 05:00**

Well, it's not so much a "power gaming" issue. My guys are a very "outside of the box" thinkers. It's not they try and break things, but we've been at this for so long, well... Mercifully nobody's read enough of those books to put some stuff together. Just looking for some ideas on policies I can have in place before this sort of problem crops up.

Title: **Re: Sa'mistishsa**
Post by: **General Ashnak** on **June 21, 2007, 06:40**

I know how you feel ;D we have been at this for 15 years so you go a bit :spinner: and need to get some crazyness out of your system every now and again :cheerleader: Thankfully we are in a pretty serious mood and the moment and playing a Freelancer themed World of Darkness game (which has been extremely satisfying to date) :thumbsup:

Title: **Re: Sa'mistishsa**
Post by: **Horseboy** on **June 21, 2007, 07:12**

Yeah, when I moved back they were estatic to not have to deal with Living Greyhawk any more for their gaming fix. That's one of the things they really enjoy about ED, is that the core of the system is solid and they don't have to try and not make something broke; well, that and Windlings.

We're alternating with Rules Monster. Nothing reigns in a party's silliness like taking a "J"crit. :nunu:

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=4594.0. It is a snapshot of the page as it appeared on Oct 24, 2011 03:38:08 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Players => Topic started by: Jivewookiee on July 11, 2009, 17:13

Title: **School a n00b on Earthdawn**
Post by: **Jivewookiee** on **July 11, 2009, 17:13**

Heya,
Im interested in getting **Earthdawn** 3rd ed, but i dont know much about it.

Rules wise I understand that there is classes (Discipline) and levels (Circle) but they are not static like D&D. I think to reach the next circle you have to meet the prerequisites of that level. So you could sink xps into getting the skills for the next circle or you could go for a more rounded character, like a fighter that is charasmatic and can function as the "face" of the group.

Can you have more than 1 discipline? IE a Warrior/Mage that sort of thing

Basically im looking for any info on the system and setting of **earthdawn**.

Thanks for any info.
Jivewookiee

Title: **Re: School a n00b on Earthdawn**
Post by: arma on **July 11, 2009, 18:11**

For setting, have you had a look at this:

http://www.**earthdawn**.com/index.php?categoryid=19&p13_sectionid=3&p13_fileid=8

for system:

characters have a Discipline (can have more in later stages of the game, but more costly XP-wise) that is a rather narrow concept, allows access to magical abilities called Talents, but they can augment these with mundane abilities called Skills (which are sometimes identical to talents, but usually a bit toned down).
For the "charismatic fighter" example, there are several fighter Disciplines, and one of them is the charismatic fighter type (the Swordmaster, a sort of dueling flashy swachbuckler), but others are not (like the Warrior, a self-hardening fighter prepared for mass battles). You can diversify inside their concept, but not beyond, except with Skills. For example, you can make the Swordmaster, who is a mix of Charisma and swordplay, better with the weapon or add more charismatic abilities. You cannot with the Warrior, however, whome you direct in other directions.

Trying to get to next Circle (=level) does not normally prevent you from diversifying (except if you learn lots of skills and high ranks, which is not typical). ED is a hybrid system where you raise Talents individually, and once they are at a certain rank, you may go to the next Circle, where you learn additional Talents.

A bit complicated with Talents vs. Skills. Effectively, you can diversify any character into almost anything with skills, but skills are less cost-effective and do not grant access to the more powerful abilities. And that's what the game is about in the end.

Title: **Re: School a n00b on Earthdawn**
Post by: **Gorlak** on **July 11, 2009, 18:19**

Had a lot of stuff written up, but Arma beat me to it... Will still mention the wiki site and my long rant about how great the setting is, especially if you're an old D&D player.

Wikipedia has stuff here (http://en.wikipedia.org/wiki/**Earthdawn**).

But the specifics about the setting ain't that important after all. What's important is that it's a beautifull setting and a very nicely rounded set of rules to complement it. If you're a D&D player I'll bet that you're going to love the setting, I know I did when we changed from AD&D to **Earthdawn** in 2000 or so (around 3.0 when ever that was...). It's very much the same game: you're heroes, you fight monsters, you save the common folk and loot dungeons.
But in **Earthdawn** there's an explanation for everything: Heroes: You're Adepts so you have the awesomme powers and therefore the resposibility to do good stuff (or at least that's my players take on it - I guarantee that theres a lot of crooked NPCs out there :P), but theres actually an explanation to how come you're the one doing all the heroic stuff instead of who ever your helping, besides the classic "'cause we're the players and therefore you, Mr. Random Commoner, can't take levels to help yourself". Monsters: there's Horrors - beings from another dimension hell-bend on causing pain and suffering, things from another dimension that allows you as a master to make whatever horrible baddie under this all-encompassing umbrella of evil. Dungeons: Old Kaers exist, cities people hid underground in during the 400 years when the Horrors where the most powerfull. Treasure and Legend: The whole setting is based around the concept of "Legend Points" (instead of XP) and "Legendary Status". You gain more Legend as you increase in power - a nice twist once again. And treasue is handled in many ways like a skill. You buy ranks in you treasure much like you buy ranks to your skills and Talents, only this increases the awesomness of the weapon when you use it.

So it's all the classic stuff with a (great) twist. Love the setting. Can't welcome you enough to it ;D

Title: **Re: School a n00b on Earthdawn**
Post by: **ED_Chronicler** on **July 11, 2009, 18:47**

To slightly disagree with Arma, you can do the charismatic fighter with the Warrior Discipline, and be the face of the group. Kind of like a well-liked General type persona. That kind of thing is possible, but there is a mix of design/attribute stats/and role-play. If what you are looking for is a more Musketeer/Swashbuckler type Happy-go-lucky stereotype then you are likely looking for a Swordmaster.

The main key is to understand the basic function of what you choose to play and find a pattern for your desired play-style that will mesh with it. If what you are trying to do is make the Warrior more like the Swordmaster, you are just better playing the Swordmaster.

And many a seasoned player will tell you, skills can often be the more rounding out of your character into slightly unique concept, such as a lumberjack who's good with an axe, but also happens to be a Warrior.

But I'd recommend reading the download Arma directed you to, as that will give you more information than we can here.

Title: **Re: School a n00b on Earthdawn**
Post by: **Flowswithdrek** on **July 11, 2009, 20:58**

The reason i migrated over to **EarthDawn** from AD&D 2edition was like Gorlak said **EarthDawn** gave reason and explanation for everything I was doing while playing AD&D.

EarthDawn gave valid reasons why dungeons populate the wilderness (Kaers and the Scourge). Why a thief can scale sheer surfaces (Talents powered by magic).

Character advancement was so much better, not just a matter of going up levels (circles), but building your legend, increasing your talents and skills without having to go up a circle, spending your xp (legend points) not just in advancing in circles but purchasing karma to add extra power to some of those talents.

EarthDawn also has a unique twist on treasure and magic items. Magic items that you can interact with by studying their history and weaving threads of power to them to make them work. In **EarthDawn** you don't kill the monster and just steal some random gold lying but you steal parts of the monster that can be sold to the right people.

And the setting is excellent! I haven't looked back since. I would seriously recommend giving it a go.

Title: **Re: School a n00b on Earthdawn**
Post by: **Ukhata** on **July 11, 2009, 23:28**

as for the legend points and legendary status.
you get legend points because you do good (or evil) and people hear of you.
thus they believe in you (or fear you)
as such the more people know of you and your deeds the more powerful you become.
and the more powerful you become the more deeds you can do so more people can hear of your legend :)

as such you actually DO get stronger, whereas in D&D setting, you actual HP doesn't increase you just "get better at avoiding critical damage"

everything story wise is explained. why things exist and why they are how they are.
i have played D&D 1st, AD&D, D&D 3d, D&D 3.5, Vampire the masquerade(and adjoining WoD games), the new vampire system (cant remember name) Warhammer fantasy RP and some other more obscure systems. and all i have to say is that ED stands out like a shining beacon because of the elegant game system and rounded complete story.

my :my2cents:

Title: **Re: School a n00b on Earthdawn**
Post by: **werefrog** on **July 12, 2009, 00:17**

Yes, there is a reason the monsters attack (our painful thoughts are their food, but only if they cause the pain)

However, we have all missed one of the most elegant pieces of the game: Circles are an in character concept. When a character says, "I am a fifth circle warrior," everyone understands that. In D&D, a character doesn't say, "I'm a fifth level magic user." The character says some set of words to indicate approximate level and where the skills lie.

Title: **Re: School a n00b on Earthdawn**
Post by: **Ukhata** on **July 12, 2009, 13:57**

Quote from: werefrog on July 12, 2009, 00:17

> Yes, there is a reason the monsters attack (our painful thoughts are their food, but only if they cause the pain)
>
> However, we have all missed one of the most elegant pieces of the game: Circles are an in character concept. When a character says, "I am a fifth circle warrior," everyone understands that. In D&D, a character doesn't say, "I'm a fifth level magic user." The character says some set of words to indicate approximate level and where the skills lie.

QFT

Title: **Re: School a n00b on Earthdawn**
Post by: **etherial** on **July 12, 2009, 22:58**

Quote from: Jivewookiee on July 11, 2009, 17:13

> Heya,
> Im interested in getting **Earthdawn** 3rd ed, but i dont know much about it.
>
> Rules wise I understand that there is classes (Discipline) and levels (Circle) but they are not static like D&D. I think to reach the next circle you have to meet the prerequisites of that level. So you could sink xps into getting the skills for the next circle or you could go for a more rounded character, like a fighter that is charasmatic and can function as the "face" of the group.

It's a question of Breadth (quantity of abilities) vs. Depth (prowess in abilities). In D&D, a character's level is an indicator of both. Outside of magicians crafting magic items with their XP, a character with 10,125 XP is the same Level as every other character with 10,125 XP. An **Earthdawn** character with 10,125 Legend, however, is not necessarily the same Circle as another character with 10,125 Legend. One may increase one's Depth in **Earthdawn** by gaining no new abilities whatsoever since character creation and spending all Legend on making those more powerful (not actually recommended). OTOH, one may increase one's Breadth in **Earthdawn** by spending the bare minimum on abilities to raise Circle (and buying skills as well) - and this method is not actually all that great, either. The choice is yours, and is made every session with how you spend your Legend. Some weeks, your character will want to focus on learning new abilities. Other weeks, they'll need to focus on attaining mastery of the ones they already have.

A more brief metaphor is to imagine what D&D might look like if you could spend XP in a more directed manner. If, instead of buying +1 BAB, +1 Feat, +1 hit die, +5 skills, etc. for 1000 XP, you could buy +2 BAB for 1000 XP, or +1 BAB and +2 Feats for 1000 XP, or...

Quote

> Basically im looking for any info on the system and setting of **earthdawn**.

This page (http://**earthdawn**.lrgames.com/), run by the makers of **Earthdawn** 2nd Edition, has some great sections on the setting of **Earthdawn**, including races and a brief history of the world (though most everyone ignores the latter portions of the history page in favor of writing their own version).

Title: **Re: School a n00b on Earthdawn**
Post by: **Ryval** on **July 22, 2009, 19:28**

When I pick up the D&D Player's edition (not to keep :spinner:) all I get is how to make a character. When I pick up the D&D Dungeon Master's guide all I get is rules, and tables.

When I pick up any book related to **Earthdawn** I get a fabulous setting and why things are the way they are. I get intigue, deceit, tension, drama and motivation. I get the why's behind the numbers. I develop a connection to playing beside just having numbers and dice to roll, I have a need to be a part of this realm and make stories.

Welcome to the fold.

Title: **Re: School a n00b on Earthdawn**
Post by: **ED_Chronicler** on **July 22, 2009, 20:07**

Quote from: Ryval on July 22, 2009, 19:28

> I develop a connection to playing beside just having numbers and dice to roll, I have a need to be a part of this realm and make stories.
>
> Welcome to the fold.

That right there is a very good summation of the feeling.

Title: **Re: School a n00b on Earthdawn**
Post by: **JosephDouthitt** on **July 23, 2009, 10:44**

Umm...only skimmed but "Versatility" didn't come up?

Haven't read 3rd yet but, unless it's wonky, Humans have a special ability even from early on to "cheat" and learn Talents outside their Discipline. In the case of a Face/Fighter type Arma's right, Swordmaster is built for that (although they are more cool awesome social attacks and flirting types than I really see being a Face at the bargaining table...but you don't quite have the fixer/runner relationships you do in SR. For something like adding magic to a character it's a bit more complicated without having but you can add the four or so minimum Talents to learn a sort of magic by using Human Versatility or by adding an entire Discipline later.

The Disciplines have a mindset to them and a limited set of Talent Options, but there are enough choices within each Discipline and enough different Disciplines to choose from that you can usually find one that fits exactly what you want without having to stress over build points like SR or GURPS to design your own hacker/hermetic mage hybrid for inst. And unlike the lamest "roleplaying" game ever invented, since you can customize a bit and just because of the nature of the archetypes, you aren't really as limited by what your friends choose ("but we already have two strikers you have to play the leader").

Title: **Re: School a n00b on Earthdawn**
Post by: **Crusader** on **July 23, 2009, 13:14**

To add to that, in **Earthdawn** the roles are also more vaguely defined. Looking at the D&D Tank, healer, controller, striker and skillmonkey, **Earthdawn** has no clear equivalents. Warriors are as much tanks as strikers, thieves aren't D&D's rogues and spellcasters are a bit of everything except tanks. Everyone can be a healer in **Earthdawn** when becoming a questor of Garlen and most (all?) spellcasters get spells that give immediate heals or boost recovery tests.

Because of the vagueness in roles, **Earthdawn** becomes more flexible, because everyone is a hybrid where it comes to party roles. Everyone can become a decent face through picking some skills for example, or take a lot of knowledge skills. Another aspect I like about **Earthdawn**, when compared to D&D, is that unlike D&D it's absolutely not about just hack&slash. Compare the bulk of talents, spells and skills we get compared to D&D that deal with social interaction and you see what I mean. In fact, **Earthdawn** characters often avoid combat if they can, knowing full well that going in with all guns blazing is a sure way to an early demise. **Earthdawn** is rather unforgiving in that regard, whilst D&D encourages it.

Title: **Re: School a n00b on Earthdawn**
Post by: **Ukhata** on **July 23, 2009, 15:14**

Quote from: Crusader on July 23, 2009, 13:14

> Another aspect I like about **Earthdawn**, when compared to D&D, is that unlike D&D it's absolutely not about just hack&slash. Compare the bulk of talents, spells and skills we get compared to D&D that deal with social interaction and you see what I mean. In fact, **Earthdawn** characters often avoid combat if they can, knowing full well that going in with all guns blazing is a sure way to an early demise. **Earthdawn** is rather unforgiving in that regard, whilst D&D encourages it.

To empathize this. we often have entire sessions without any combat. And although they

lack a certain je ne sais qua, they are usually the more fun to play.
the reason they seem to miss something is because we simply are used to playing (semi) hack and slash RPG's.

sooo, it is clear that in **Earthdawn** out of combat abilities are just as, if not more so, important then combat abilities.

Title: **Re: School a n00b on Earthdawn**
Post by: **Ryval** on **July 23, 2009, 15:44**

The one thing you'll find that D&D never has had (IMO) is the Social defense. I hated that to hit me with a spell in D&D the number was the same as if it were with a sword. And just detecting a lie required a spell? :spinner:

Physical Defense, Spell Defense, and *especially* Social defense broke new ground for me for RPG's - PERIOD. I look at social defense as the inherent b.s. detector.

I still look at other games and think why they don't have something the same.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=4562.0. It is a snapshot of the page as it appeared on Nov 7, 2011 15:40:25 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => Product Feedback => Topic started by: AlexW on June 21, 2009, 11:26

Title: **[Selling:] Earthdawn**
Post by: **AlexW** on **June 21, 2009, 11:26**

I'm soon moving into my own (small) house, so some roleplaying stuff has to go.

I'm offering, by RedBrick:

Earthdawn - Name-Givers Compendium (RBL - 200, Softcover) - like new
Earthdawn - Adventure Compendium (RBL - 301, Hardcover) - like new

By FanPro (and for the completists)

Gamemastering **Earthdawn** (black and white booklet, very good condition)
An Explorer's Guide to **Earthdawn** (spare one, the Barsaive Box is complete)
Denizens of **Earthdawn**, Volume One - very good condition
Denizens of **Earthdawn**, Volume Two - very good confition, been kept in a plastic sleeve
Earthdawn Companion (6200) - very good condition, kept in a plastic sleeve
Barsaive (Box), complete, apart from the map, has some wear, but overall good condition for its age
Earthdawn (6000)- Hardcover, I assume that's First Edition (?)

All these (and others) are listed here:

http://shop.ebay.co.uk/merchant/vashtan_W0QQ_nkwZQQ_armrsZ1QQ_fromZ

Thank you, now back to your regular scheduled discussions.

Title: **Re: [Selling:] Earthdawn**
Post by: **Cryingorc** on **June 21, 2009, 17:49**

Ok. I'm bidding some of Your stuff.

Title: **Re: [Selling:] Earthdawn**
Post by: **AlexW** on **June 21, 2009, 18:01**

Thank you! :thumbsup:

Title: **Re: [Selling:] Earthdawn**
Post by: **Dammi** on **June 21, 2009, 18:47**

Hiya!

Just two notes to prevent bad surprises: the Explorers Guide to Barsaive is actually part of the Barsaive Boxed Set. You may have it twice, of course, which seems unusual. Too bad

that map isn't in there anymore, the set is a real OOP gem nowadays.

The other curiosity: the "Gamemastering **Earthdawn**" booklet came with the GM Screen, which is shown as part of the Barsaive Boxed Set image (GM Screen and booklet were not part of that box). Looks like a couple of things got shuffled up. :)

Best,

Dammi

Title: **Re: [Selling:] Earthdawn**
Post by: **AlexW** on **June 21, 2009, 18:59**

I have no idea where the other Explorer's Guide came from. Pretty sure I'm not selling the one of a friend, but I once bought a lot of **Earthdawn** from ebay and other sources.

The map seems to be gone for good - maybe I never had it.

And the gamemastering guide... same story.

I wouldn't even sell any of this if I wouldn't move houses in a few weeks - there is so much other stuff I'll be selling. GURPS, Blue Planet, Wraith, Changeling, and various other bits and bobs. At the moment, it all hurts a little bit, but there's just no way I can store all this in our new house.

Title: **Re: [Selling:] Earthdawn**
Post by: **werefrog** on **June 21, 2009, 23:20**

The Werefrog have bid on the only items there for which The Werefrog am interested. Don't expect The Werefrog to raise the bid any higher, though, despite the fact that The Werefrog really want that book.

Title: **Re: [Selling:] Earthdawn**
Post by: **Cryingorc** on **June 22, 2009, 09:35**

Shall we smash all the little nasty werefrogses with our mace of bone spikeses? >:(

Title: **Re: [Selling:] Earthdawn**
Post by: **Crusader** on **June 22, 2009, 10:46**

Yess, and eatss it my preciouss, we should eatsss the frogsess.

Title: **Re: [Selling:] Earthdawn**
Post by: **Crusader** on **June 22, 2009, 18:09**

Placed a bid on the more interesting items everyone else seems interested in as well. Guess we're making this guy happy. :coffee:

Title: **Re: [Selling:] Earthdawn**
Post by: **werefrog** on **June 22, 2009, 18:50**

Quote from: Cryingorc on June 22, 2009, 09:35

> Shall we smash all the little nasty werefrogses with our mace of bone spikeses? >:(

If you think you can get past Frog's Mist, go ahead and try.

Title: **Re: [Selling:] Earthdawn**
Post by: **Cryingorc** on **June 22, 2009, 19:56**

Cryingorc is slowly, hex by hex, approaching werefrog. ;D

Title: **Re: [Selling:] Earthdawn**
Post by: **werefrog** on **June 22, 2009, 20:23**

Quote from: Cryingorc on June 22, 2009, 19:56

> Cryingorc is slowly, hex by hex, approaching werefrog. ;D

Magic Missile. :P

Lightning Bolt, Lightning Bolt, Lightning Bolt.

Title: **Re: [Selling:] Earthdawn**
Post by: arma on **June 22, 2009, 21:09**

You need a square grid to cast these spells.

Title: **Re: [Selling:] Earthdawn**
Post by: **werefrog** on **June 23, 2009, 00:14**

Quote from: arma on June 22, 2009, 21:09

> You need a square grid to cast these spells.

Magic Missile is a spell in **Earthdawn**, at least it came with The Second Step as a Wizard's spell.

Title: **Re: [Selling:] Earthdawn**
Post by: **Ryval** on **July 21, 2009, 18:22**

Quote from: AlexW on June 21, 2009, 11:26

> I'm soon moving into my own (small) house, so some roleplaying stuff has to go.

Sorry to hear you have to downsize. .pdf's store nice and small on a flashdrive though. You could take your new funds and replace with e-copies...

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=6578.0. It is a snapshot of the page as it appeared on Oct 10, 2011 02:24:40 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by dammi earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: Kol on September 12, 2009, 21:26

Title: **Sereatha question**
Post by: **Kol** on **September 12, 2009, 21:26**

Hi, been reading through some **Earthdawn** stuff of off an interest spike from looking through the latest releases, a bunch of questions occured to me, and I figured this would be a good place to ask.

Was Sereatha ever given any detail anywhere? Any descriptions on what the place was like in the fourth age?

Title: **Re: Sereatha question**
Post by: Dammi on **September 12, 2009, 21:35**

Hiya!

The only official treatment with more detail than just the name are in the Blood Wood (http://rpg.drivethrustuff.com/product_info.php?manufacturers_id=72&products_id=3335) sourcebook IIRC. It's not much though, and certainly no detailed city description.

Best,

Dammi

Title: **Re: Sereatha question**
Post by: **Kol** on **September 12, 2009, 21:40**

Well.. darn. Was entirely curious on it. Any chance it will get any detail in the new edition?

And um.. while you're here.. would you know what books the lightbearer discipline got a writeup in?

Thanks for the reply, regardless.

Title: **Re: Sereatha question**
Post by: **Citizen Joe** on **September 12, 2009, 22:03**

Once again I put forth the notion that Sereatha should be a city that the individual GM's can plug into without fear of their work being superseded (and revealed to players) by published material.

Title: **Re: Sereatha question**
Post by: Dammi on **September 12, 2009, 22:14**

Quote from: Kol on September 12, 2009, 21:40

> And um.. while you're here.. would you know what books the lightbearer discipline got a writeup in?

The Lightbearer is not a Discipline, actually. You get the Lightbearer talent of you are one of them (it's a secret society). Detail are in the ED1 Companion (http://rpg.drivethrustuff.com/catalog/product_info.php?products_id=23995). The ED3 version will be covered in a sourcebook on Secret Societies somewhere down the road.

Title: **Re: Sereatha question**
Post by: **Ryval** on **September 13, 2009, 17:40**

Quote from: Dammi on September 12, 2009, 21:35

> The only official treatment with more detail than just the name are in the Blood Wood (http://rpg.drivethrustuff.com/product_info.php?manufacturers_id=72&products_id=3335) sourcebook IIRC. It's not much though, and certainly no detailed city description.

Dammi was right and it is mentioned in the Blood Wood but the city's location to Barsaive is pictured on the map in the Theran Empire Sourcebook...just to be as helpful as possible... http://rpg.drivethrustuff.com/product_info.php?products_id=12455&it=1

Title: **Re: Sereatha question**
Post by: Dammi on **September 13, 2009, 19:21**

As a interesting aside (we found this out while researching that city): while the city is on the map, it's not mentioned in the book at all.^ ^

Title: **Re: Sereatha question**
Post by: **Citizen Joe** on **September 13, 2009, 20:04**

Maybe Sereatha pulled a Parlainth trick?

Title: **Re: Sereatha question**
Post by: **Kol** on **September 14, 2009, 01:42**

Just wanted to say thanks for all the info, even if there is frustratingly little of it.

Title: **Re: Sereatha question**
Post by: **Ancient History** on **September 15, 2009, 17:57**

No one's mentioned it yet, so let me add that Sereatha, City of Spires gets a brief mention in *Denizens of* ***Earthdawn****, Vol. 1* (the elf section, natch). *Blood Wood* doesn't go into detail but gives Sereatha as the origin of several important characters, Caimbeuel (Harlequin for SR fans) and Aithne Oakforest.

Title: **Re: Sereatha question**
Post by: **vitus979** on **September 18, 2009, 00:58**

Quote from: Ancient History on September 15, 2009, 17:57

> No one's mentioned it yet, so let me add that Sereatha, City of Spires gets a brief mention in *Denizens of* ***Earthdawn****, Vol. 1* (the elf section, natch). *Blood Wood* doesn't go into detail but gives Sereatha as the origin of several important characters, Caimbeuel (Harlequin for SR fans) and Aithne Oakforest.

Speaking of SR, there are a bunch of interesting tidbits on the IEs in Shadowrun. A lot of it can be spotted at Dumpshock. Strangely, a LOT of it is in short stories by Tom Dowd that never got published in any of the supplements (Post Mortem and The Cycle of Magic come to mind).

I seem to remember at least a couple of them reference Shosara and Sereatha obliquely.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=3208.0. It is a snapshot of the page as it appeared on Nov 19, 2011 08:44:20 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: Lunever on January 24, 2008, 11:30

Title: **Setting up an Earthdawn scenario for the first time**
Post by: **Lunever** on **January 24, 2008, 11:30**

Hi and hello to everyone here!

Many years ago I played a single camapaign as a player in **Earthdawn**.
Currently I want to set up a fantasy game that is related to the planet Earth, in a fictional far away past and/or future, following something similar like the Shadowrun theorie of Magic waxing and waning through the ages and the Mage-Ascension idea of reality adapting to dominant paradigma. Then I remembered **Earthdawn** might be a good basis for such a campaign.

Now, before I go ahead and start buying **Earthdawn** stuff, can anyone around here, who actually knows the **Earthdawn** details well, help me a little with researching the following question: According to Wiki **Earthdawn** takes place in a fictional past of earth. Is that the end of it, or does the world Barsaive actually have any geographical features of Earth or historical relation to our planet Earth we players live in, or the Earth as she is described in Shadowrun? Or is Barsaive just a custom fantasy world like so many others?

Title: **Re: Setting up an Earthdawn scenario for the first time**
Post by: arma on **January 24, 2008, 12:19**

It's the real thing, see here:
http://en.wikipedia.org/wiki/Barsaive
http://en.wikipedia.org/wiki/Theran_Empire

there's many things that are different, though, mostly due to climate. Some things also do exist only because of magic.

Title: **Re: Setting up an Earthdawn scenario for the first time**
Post by: **Lunever** on **January 24, 2008, 20:23**

Sounds good. Seems it'd be worthwhile for me, to buy at least at the core book.
Any recommendations which book/version contains the best maps?
In Wiki and Google I found so far mainly maps of Barsaive aka eastern Eurasia. Does anyone know where I can view a world map for **Earthdawn**? Especially the part corresponding to western Europe?

Title: **Re: Setting up an Earthdawn scenario for the first time**
Post by: **hankwoon** on **January 24, 2008, 20:48**

Barsaive

(http://img136.imageshack.us/img136/8219/barsaivegz1.jpg)

The Theran Empire

(http://img156.imageshack.us/img156/7875/theranempirevu4.jpg)

Keep in mind that you'll want to purchase both the **Earthdawn Player's Compendium** & the **Earthdawn Gamemaster's Compendium** for play.

Title: **Re: Setting up an Earthdawn scenario for the first time**
Post by: **erossing** on **January 24, 2008, 21:47**

Barsaive is the central setting for **Earthdawn**, and is detailed in many products.

The Theran Empire map comes from the FASA sourcebook The Theran Empire, which I believe RedBrick has available as a PDF. It's a 192-page (if I recall correctly) sourcebook that touches on everything on that map except Barsaive and Vivane. Vivane is described in the Skypoint and Vivane boxed set from FASA. The focus is on Sky Point and the city of Vivane, both located near the southwest corner of Barsiave, and I don't remember how much information is given for the rest of Vivane Province (which corresponds to Greece).

Title: **Re: Setting up an Earthdawn scenario for the first time**
Post by: **Lunever** on **January 24, 2008, 21:51**

Perfect! Since my players don't know **Earthdawn**, I can play for quite a while in Barsaive, before they start to realize, what planet they are playing on.

Now, is there any information available, what year (in A.D. terms) they events in the various **Earthdawn** sources take place?

Title: **Re: Setting up an Earthdawn scenario for the first time**
Post by: **hankwoon** on **January 24, 2008, 22:02**

That's a bit of speculation, but I believe someone calculated it to around 5,500 B.C.E.

EDIT TO ADD: I highly suggest purchasing the adventure **Ardanyan's Revenge** as well and running the scenario "Starting within a kaer" for your group. It will be the perfect way to introduce your players to the world of **Earthdawn**.

Title: **Re: Setting up an Earthdawn scenario for the first time**
Post by: **Raven Bloodeyes** on **January 24, 2008, 23:42**

That 5,500 BCE estimate is roughly the end of the magical cycle that **Earthdawn** is in. Though it ranges 10,000 to 5000 BCE or so.... while there are obviously archaelogical problems with this dating in the real world, it's certainly not a horrendous fit.... ;)

Title: **Re: Setting up an Earthdawn scenario for the first time**
Post by: **Lunever** on **January 25, 2008, 00:15**

Well, archaeololgical findings aren't a problem with the paradigm shift theory from Mage-Ascension. I also have some weird ideas about the origins of Magic for this campaign ...

TO MY PLAYERS: If you start reading forums after you found out about **Earthdawn**, stop here !!!

Well, actually I intend to kind of abuse parts of **Earthdawn** for a setting that takes place

on Earth after the civil war of the last Episode of B5 where Menkind fell back to a medieval state of developement. The reason for the Waxing and Waning of Magic is far less metaphysical than that according to **Earthdawn**/Shadowrun, it's due to the Vorlons infecting people with manipulated telepath genes and Techno-Mages appearing and spreading shadowtech nano-machines ... But how would a bunch of human peasants in a medieval village in eastern Europe know about such stuff? Of course, everyone has heard the legends that Dragons (Drakh) and Horrors (the Shadows, and the Hand) once upon a time brought great terror, that is, before the great plague and the great fire where all knowledge was lost ... only the blessed ones (telepathes and mages that have powers due to shadowtech nano-machines being reprogrammed by the cure for the Drakh plague) made mankind survive after the passing of St. Solarian (ethymological twisting of St. Sheridan). Oh, and of course there were the legendary Dunedain (a scholar found out from a half-burned book that this seems to be the original name of the Rangers) ...

... I know, sounds kinda weird :-) But by using a couple of names and places from **Earthdawn** I might fool my players even more than they imagine :-)

Title: **Re: Setting up an Earthdawn scenario for the first time**
Post by: **Lunever** on **January 25, 2008, 00:25**

But I'm not just nuts, probably I'll start with playing/mastering regular **Earthdawn** first ;-)

Title: **Re: Setting up an Earthdawn scenario for the first time**
Post by: arma on **January 25, 2008, 01:10**

I'd recommend that. What ED offers doesn't really fit the time after the great burn.
It can be adapted, but you should get to know the far corners of the system again before you attempt it.

Title: **Re: Setting up an Earthdawn scenario for the first time**
Post by: **erossing** on **January 25, 2008, 19:52**

Quote from: Raven Bloodeyes on January 24, 2008, 23:42

> That 5,500 BCE estimate is roughly the end of the magical cycle that **Earthdawn** is in. Though it ranges 10,000 to 5000 BCE or so.... while there are obviously archaelogical problems with this dating in the real world, it's certainly not a horrendous fit.... ;)

This article http://www.shadowrun4.com/fiction/fiction1.shtml (http://www.shadowrun4.com/fiction/fiction1.shtml) from the Shadowrun website gives dates for the start and end of the Fifth World (*i.e.* now). "Atlantis sank on August 12, 3113 BC, thus marking the end of the Fourth World and the beginning of the Fifth. The Sixth World began on December 12, 2011 AD"

That gives me a current ED date of 5375 BC, based on these assumptions:
The Fourth World lasts as long as the Fifth (2011+3113 = 5124 years)
The "official" Scourge lasted 400 years exactly overlapping the midpoint of the Fourth World (peak at 5675 BC, Scourge ends 5475 BC).
100 years passed between the "official" end of the Scourge and EDC's present day. (This is what I remember, but I don't have my books handy).

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=7736.0. It is a snapshot of the page as it appeared on Nov 14, 2011 00:41:20 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by drucifer earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: earcaraxe on February 25, 2011, 20:57

Title: **shadowmant poison**
Post by: **earcaraxe** on **February 25, 2011, 20:57**

> the shadowmants description doesnt say anything about the duration of the poison, but it says it is so strong that it can kill a troll in 10 rounds. does it mean that it lasts for 10 rounds?

Title: **Re: shadowmant poison**
Post by: **Dammi** on **February 25, 2011, 21:27**

> Yes (see ***Gamemaster's Guide***, p.126: Shadowmant Venom--although the description that that text talks about a "matter of minutes").

Title: **Re: shadowmant poison**
Post by: **Crusader** on **February 28, 2011, 18:30**

> As it happens our troll got hit by a Shadowmant yesterday and poisoned. (Just after the 'kills a troll in 10 rounds' description, oh sweet, delicious irony). We ended the effect as soon as he met his first Tou test. Is that correct or is it 10 tests, no matter how often you succeed on the resist roll?

Title: **Re: shadowmant poison**
Post by: Drucifer on **February 28, 2011, 20:08**

> **Poison Resistance Tests (GM3ed pg 124)**
> When a poison enters a character's body, the character must make a Toughness Test against the Spell Defense of the poison. If successful, the character has resisted the effects of the poison. If the character fails the test, the character suffers the effects of the poison. The gamemaster makes an Effect Test for the poison, interpreting the results according to the poison effect types described below.
> If a poison affects a character for more than a round, he may make a Toughness Test each round to resist the effects of the poison. Poisons that affect a character for a number of hours or days allow a character to make a Toughness Test each hour or day, respectively. As soon as the character makes a successful Toughness Test, the poison no longer affects him.
>
> According to the previous paragraph the event should proceed as follows.
>
> 1) Character is poisoned.
> 2) The Character makes a Toughness Test versus the Spell Defense of 8. 8 being the Spell defense of the Shadowmant Venom.
> 3) If that tests fails then the character is poisoned.
> 4) Because the Shadowmant poison is in the system it will damage the character every round for 10 rounds.
> 5) Every round the character is allowed to make a toughness test versus Spell Defense

of 8 to resist the effects for that round.
6) After the 10 rounds are done if the character is alive the poison is out of their system.

Once the venom is in the system it stays until it has run its course. The trick is to make that initial toughness test.

That is how I interpret the poisoning rules and how I run it in my games.

Title: **Re: shadowmant poison**
Post by: **earcaraxe** on **February 28, 2011, 22:14**

-many thanks for the exhaustive answer. if i understand, the shadowmant doesnt have to wound its victim, its enough to do a little damage, right?

-another question that arose during the same session: does mystic armor protect agaisnt damage shift? i would say yes, but the abily's description doesnt states that.

Title: **Re: shadowmant poison**
Post by: **Crusader** on **February 28, 2011, 22:54**

Quote from: Drucifer on February 28, 2011, 20:08

Poison Resistance Tests (GM3ed pg 124)
When a poison enters a character's body, the character must make a Toughness Test against the Spell Defense of the poison. If successful, the character has resisted the effects of the poison. If the character fails the test, the character suffers the effects of the poison. The gamemaster makes an Effect Test for the poison, interpreting the results according to the poison effect types described below.
If a poison affects a character for more than a round, he may make a Toughness Test each round to resist the effects of the poison. Poisons that affect a character for a number of hours or days allow a character to make a Toughness Test each hour or day, respectively. As soon as the character makes a successful Toughness Test, the poison no longer affects him.

According to the previous paragraph the event should proceed as follows.

1) Character is poisoned.
2) The Character makes a Toughness Test versus the Spell Defense of 8. 8 being the Spell defense of the Shadowmant Venom.
3) If that tests fails then the character is poisoned.
4) Because the Shadowmant poison is in the system it will damage the character every round for 10 rounds.
5) Every round the character is allowed to make a toughness test versus Spell Defense of 8 to resist the effects for that round.
6) After the 10 rounds are done if the character is alive the poison is out of their system.

Once the venom is in the system it stays until it has run its course. The trick is to make that initial toughness test.

That is how I interpret the poisoning rules and how I run it in my games.

Hmm, we interpret this line differently; "As soon as the character makes a successful Toughness Test, the poison no longer affects him"

So in our game, when you make the Tou test, the ongoing effect ends.

Title: **Re: shadowmant poison**
Post by: Drucifer on **March 01, 2011, 02:36**

Quote from: Crusader on February 28, 2011, 22:54

Hmm, we interpret this line differently; "As soon as the character makes a successful Toughness Test, the poison no longer affects him"

So in our game, when you make the Tou test, the ongoing effect ends.

When the line is read all by itself I can see that, but when taken in the context of the whole paragraph, I don't see it.

So it is very possible we see it diffrently.

Title: **Re: shadowmant poison**
Post by: **The_Gun_Nut** on **March 01, 2011, 03:35**

I see it the same way you do, Dru. The paragraph reads as if the poison is still ongoing until its duration expires, but at each instance the target can make a Toughness test (there are some talents that boost this, like Resist Poison) to resist the effects of *that instance* of the poison.

However, some poisons work differently, and may simply stop working after being resisted. Each needs to be examined and addressed individually. That is the GM's job, after all.

Title: **Re: shadowmant poison**
Post by: **earcaraxe** on **March 01, 2011, 10:34**

Quote from: earcaraxe on February 28, 2011, 22:14

> -many thanks for the exhaustive answer. if i understand, the shadowmant doesnt have to wound its victim, its enough to do a little damage, right?
>
> -another question that arose during the same session: does mystic armor protect agaisnt damage shift? i would say yes, but the abily's description doesnt states that.

these 2 questions of mine still stands, and there is one more: what about the stacking of shadowmant poison? if the character gets poisoned two times in two turns, what happens? do they add up? that would be absolutely deadly...

Title: **Re: shadowmant poison**
Post by: **The_Gun_Nut** on **March 01, 2011, 13:03**

It may pay to do what D&D does with stacking poisons: Increase the save DC. In this case, I would increase the difficulty of the Toughness roll and the step of the damage by 1 for each extra instance of poison. I'd also just reset the duration for further instances of poisoning.

That sounds much easier than trying to keep track of however many poisons are running through the target, and still keeps getting extra poison nasty.

Title: **Re: shadowmant poison**
Post by: **Quorlox** on **March 01, 2011, 14:10**

Quote from: Drucifer on March 01, 2011, 02:36

> When the line is read all by itself I can see that, but when taken in the context of the whole paragraph, I don't see it.

Based on RAW, I agree with Crusader's interpretation, though I think it the rule could use just a little tweaking to make its intent clearer. Thematically Dru's makes more sense so that's how I run it.

(I also don't let poison damage be healed as long as the poison is still active, which allows for somebody to slowly waste away over the course of days or weeks.)

Title: **Re: shadowmant poison**
Post by: **freid** on **March 02, 2011, 19:24**

Quote from: The_Gun_Nut on March 01, 2011, 13:03

> It may pay to do what D&D does with stacking poisons: Increase the save DC. In this case, I would increase the difficulty of the Toughness roll and the step of the damage by 1 for each extra instance of poison. I'd also just reset the duration for further instances of poisoning.

> That sounds much easier than trying to keep track of however many poisons are running through the target, and still keeps getting extra poison nasty.

Have to agree there. So if you are poisoned each round for 4 rounds, you'll end up with a Spell Defense of 12 to resist, 13 damage per round for 10 rounds. Nasty... get a potion!

Edit:
Poison (SD8 : Damage 9)
Why does a Shadowmant Poison effect resist healing effects of talents or healing aids with the same Spell Defense (8)? Not sure what the extra text means. We already know it has a spell def of 8.

Title: **Re: shadowmant poison**
Post by: **The_Gun_Nut** on **March 03, 2011, 04:23**

For many poisons, the SD and damage step of the poison are the same. Maybe they just wanted to make sure everyone understood?

Title: **Re: shadowmant poison**
Post by: **freid** on **March 03, 2011, 17:31**

Quote from: The_Gun_Nut on March 03, 2011, 04:23

> For many poisons, the SD and damage step of the poison are the same. Maybe they just wanted to make sure everyone understood?

I would be nice if the healing effect would be less effective because of the nature of the poison, and put like +2 or +3 Spell defense on the Poison to explain that.

Title: **Re: shadowmant poison**
Post by: **arma** on **March 04, 2011, 22:22**

Quote from: freid on March 02, 2011, 19:24

> Poison (SD8 : Damage 9)
> Why does a Shadowmant Poison effect resist healing effects of talents or healing aids with the same Spell Defense (8)? Not sure what the extra text means. We already know it has a spell def of 8.

It's left over from previous editions (they didn't have the same notation system with the SD in brackets and so on).

Quote from: earcaraxe on February 28, 2011, 22:14

> -many thanks for the exhaustive answer. if i understand, the shadowmant doesnt have to wound its victim, its enough to do a little damage, right?

Yes.
Any special requirements are always explicitly stated.

Quote

> -another question that arose during the same session: does mystic armor protect agaisnt damage shift? i would say yes, but the abily's description doesnt states that.

It doesn't help.
There's no harm in allowing it, but that's more of a question of how you want to interprete the setting. No armor means it's that much more horrible... ;)

Quote from: Crusader on February 28, 2011, 22:54

> Hmm, we interpret this line differently; "As soon as the character makes a successful Toughness Test, the poison no longer affects him"
>
> So in our game, when you make the Tou test, the ongoing effect ends.

That's how it's supposed to be.

The idea behind the resistance rules is that you get to make tests in the same intervals the poison uses (a poison that damages every round is resisted every round, a poison that damages every hour is resisted once per hour; resistance is always right before effect). You're on even ground with it.
Now, for slow acting poisons, you can use healing aids and spells and whatnot for additional or improved tests. That's where fast acting poisons are more dangerous than slow acting ones. A poison that damages you once per round for three rounds is more dangerous than a poison that damages you once per hour for three hours because it can't be resisted as easily. Even though both would normally have the same number of "natural" resistance tests.
Also, the new healing aids in ED3 tie into that.

Now, I can see where Dru gets his interpretation though ("if he fails, he suffers the effects"). And he does, it's at least one effect test... ;)

In short, anyways: Poison Resistance Tests remove poisons. They don't just suppress them for a period of time (as a poison might have special rules that do exactly that, like, for example, compare an Effect Test to a TOU Test and on failure loose a limb - there'd be two tests for that otherwise...).

Title: **Re: shadowmant poison**
Post by: Drucifer on **March 05, 2011, 21:05**

Quote from: arma on March 04, 2011, 22:22

> --Snipped a lot---
>
> The idea behind the resistance rules is that you get to make tests in the same intervals the poison uses (a poison that damages every round is resisted every round, a poison that damages every hour is resisted once per hour; resistance is always right before effect). You're on even ground with it.
> Now, for slow acting poisons, you can use healing aids and spells and whatnot for additional or improved tests. That's where fast acting poisons are more dangerous than slow acting ones. A poison that damages you once per round for three rounds is more dangerous than a poison that damages you once per hour for three hours because it can't be resisted as easily. Even though both would normally have the same number of "natural" resistance tests.
> Also, the new healing aids in ED3 tie into that.
>
> Now, I can see where Dru gets his interpretation though ("if he fails, he suffers the effects"). And he does, it's at least one effect test... ;)
>
> In short, anyways: Poison Resistance Tests remove poisons. They don't just suppress them for a period of time (as a poison might have special rules that do exactly that, like, for example, compare an Effect Test to a TOU Test and on failure loose a limb - there'd be two tests for that otherwise...).

Thanks Arma, I shall now go and skulk in a corner. :-\

Mostly becaues I have to disucss this with my group and determine if we want to change the way we play it.

Title: **Re: shadowmant poison**
Post by: **arma** on **March 05, 2011, 21:42**

Your interpretation certainly makes poisons more dangerous.
If that's something you want, simply keep it...

Title: **Re: shadowmant poison**
Post by: **Crusader** on **March 05, 2011, 21:49**

How then do you use the antidote potions? You only get the resist bonus once, right?

Title: **Re: shadowmant poison**
Post by: **arma** on **March 05, 2011, 22:09**

It's what I hinted at above: You can use them to resist slow-acting poisons more easily. If you got an hour until the next resistance, you can prepare. If the poison acts every round, you'll have to hurry.
However, the only potion that gives a real bonus, Kelix Poultice, gives it for a full day. The others all have other uses, like additional test, initial resistance only, and short-term suppression of the effect.

(Potions changed a bit in ED3. As we introduced new ones, we cleared up the old ones. If you haven't looked into it yet, I advise you do if you use poisons etc. regularly.)

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=3281.0. It is a snapshot of the page as it appeared on Oct 23, 2011 08:12:17 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: Wingtail on February 14, 2008, 05:31

Title: **Shadowrun Crossover?**
Post by: **Wingtail** on **February 14, 2008, 05:31**

Hey Guys. Got a question posed for all of you. I've tossed around the idea and thoughts of what would happen if you had **Earthdawn** Characters somehow get to the Shadowrun world. Before you start giving me guidlines as to convert to Shadowrun let me state this. I don't like the Shadowrun system, and I find it slightly flawed. (Please don't go into this with me, I personally don't like the system.)

Now with that being said what are your thoughts on running the **Earthdawn** game mechanics in the Shadowrun world. I really like the thoughts and ideas presented in Shadowrun. Below are my thoughts as to how things could work and I'd apreciate any thoughts from all of you.

1st. Adepts. The most obvious thing is how powerful are adepts in Shadowrun. I understand that the Magic users in SR are pretty much primitive/early froms of SHamans from **Earthdawn**. So it can be assumed that magic of the Elementalist/Nether/ect would work similar to that which it already does. But the other non-magic adepts. Technically with Durability and all talents being magic based that a low circle Swordmaster should be able to dominate an experienced Street Samaurai. BUt that's what I think.

2nd. Armour. All the Dermal Armour and such. What kind of Armour ratings, both Mystic and Phys. would the most common ones have? Similar to the ED ones? ie. Reinforced clothing similar to hardened leather?

3rd. Damage steps of mechanical weapons. Would the be able to be modified in some way? Maybe Cobra does base X step damage with certain type of ammunition giving various step bonuses? Or just a straight step.

4th. How devastating would the damage of mechanical weapons be to Magical adepts with their magically enhanced physiques?

5th. Races. I know it is mentioned about various strains and such of the various genetics producing the Orks/Trolls ect. There is a refference to the Windlings in the Europe sourcebook., But the T'skrangs and Obsidiman I haven't seen a refference for. How would the be treated by the other races of the SR world.

6th. Horrors. It is hinted at horrors in SR but nothing 100%. Just how pwerful would they end up being? And granting that would the chose to stay in the Astral realm seeing that the average name-giver could now cause serious harm with basic equipment at their disposal? Unlike the previous time when only the adepts had the majority of power to stand up to them?

Well I think that sums it up. Let me know what you think.

Title: **Re: Shadowrun Crossover?**
Post by: **Citizen Joe** on **February 14, 2008, 06:13**

I think that Horrors would be terrified of Man's inhumanity to his fellow man in the Shadowrun setting. How does a Horror compete with all the drugs and other addictive things Man does to himself, let alone the millions of people that die every year due to car crashes and other unsafe practices, not to mention all the poisoning of the environment.

Title: **Re: Shadowrun Crossover?**
Post by: **Sugarmouse** on **February 14, 2008, 06:19**

The first question I would pose as a RBGM is the following : Is the Mana level of 2060+ equivalent to the plateaued Mana level of the **Earthdawn** era? It could have some ... interesting implications for ED characters crossing over. >:D

To your questions:
1) Adepts are Magically powered Humans. A street samurai is a skills driven, technologically supplemented warrior - if you were creating SR SS's, you'd have to create SR rules characters first, and then rebuild them with ED era LPs as equivalent, imho. At least with regards to skills/talents. Equipment is a nastier proposition. Obviously, the SR Adept and Magician/Shaman could translate over fairly easily.

2) SR armour is split in Ballistic and Impact armour. I would treat SR armour as a couple of magnitudes toughter than mundane ED armour. Mystic armour has no direct equivalency - afaik.

3 & 4) Mundane ED era armour would not be able to stand up to modern firearms. Kinetic weapons (guns) would cut through most armours like a redhot knife through butter. Even magical armour would likely take a beating. Realistically speaking, firearms should be treated as armour defeating/armour damaging hits; with magical armour providing some, of the benefits of more modern protective gear.

5) It should be remembered that with each ebb and flow of the magic cycles, Namegiver races have been lost. IIRC, there used to be 15 name giver races in the pervious era? Insofar as I can remember, T'Skrang and Obsidianmen have not re-awakened, and likely never will. SURGE/ Haley's Comet could possibly allow for some awakenings.

6) Dunkelzahn's/Mountainshadow's sacrifice has put off the next full blown scourge invasion by a century (correct me if I am wrong.) I think some minor horrors are detailed in the SR sourcebooks, but I can not remember which.

One thing to remember about the Horrors is that just as Earth has not stood still, neither have they. Right now though, only minor Horrors have managed to bleed through into physical form, but they are still Horrors. Try to observe how the Invae/Insect Totems are being treated in SR - increase the magnitude of power of Horrors by a couple of degress compared to the Invae for an equivalency.

Addendum for CJ - mate, considering that the Horrors thrive on suffering and pain, I think they'd believe that they were in their own proverbial heaven, and dive right on in. :)

More experienced heads then mine will likely pop up very quickly.

Title: **Re: Shadowrun Crossover?**
Post by: **Raven Bloodeyes** on **February 14, 2008, 07:16**

Sugarmouse did an excellent job!

To help scale the Horrors, think about the dragons, which do have stats in SR and in ED (for the some of the same dragons no less if you dig ;)). So, the bigger Horrors can take on those dragons head to head (see Ristul, Verjigorm, a few others...), so that gives you

the top of the line for scaling purposes...

I also think the Horrors would dig right in, twisting cruelty even more, reveling in all the suffering, etc... just look at how even wraiths were able to amplify such emotions in SR...., the Horrors will dwarf those wraiths.....

Adepts (non-mages), would basically be really, really powerful Physical Adepts in SR, so the best magical ninja dude in SR would be stomped by a decent 3-4th circle Swordmaster (maybe slightly higher, but you get the idea)....

modern weapons would wreck armor! big time!, plate mail, chain mail....not much protection at all vs. bullets and beyond... something highly magical like crystal plate I'd give a much better shot, BUT it's gonna take damage over time imho.... if it takes too much too fast, it can't heal itself or be repaired readily and is toast... the legendary stuff, well I think it'd still be legendary and could hold it's own against guns...

There's my jumbled, late night thoughts for ya....

Title: **Re: Shadowrun Crossover?**
Post by: **Grinder** on **February 14, 2008, 11:16**

There's a very long thread on dumpshock.com centered around "can we beat the Horrors". It's an.. *interesting* read. ;D

Title: **Re: Shadowrun Crossover?**
Post by: **Grinder** on **February 14, 2008, 17:41**

Oh yeah, here it is: http://forums.dumpshock.com/index.php?showtopic=2452

Title: **Re: Shadowrun Crossover?**
Post by: arma on **February 14, 2008, 17:48**

2)
IMO, the ED armors (if brought with them) would have a very high impact rating in SR, better protecting against swords, because they are specifically designed for that. This means that using SR rules, these armors would not protect against bullets well, but protect well against melee&unarmed.
In ED rules: best option is Armor Deafeating, like sugarmouse said. Armors bought in SR-time should be defeated by melee weapons on a Good result, armors brought back from ED (or made like ED armors) should be defeated by bullets on a Good result.

3/4)
I guess the brunt of modern weapons' deadliness would be takent away with the SR system. Except if you introduce an effect that raises damage steps with result levels. Still, a gun should be able to knock a normal guy out pretty easily, which means it should do step 20-30 damage.

Title: **Re: Shadowrun Crossover?**
Post by: **Horseboy** on **February 14, 2008, 18:00**

Quote from: Wingtail on February 14, 2008, 05:31

> 1st. Adepts. The most obvious thing is how powerful are adepts in Shadowrun. I understand that the Magic users in SR are pretty much primitive/early froms of SHamans from **Earthdawn**. So it can be assumed that magic of the Elementalist/Nether/ect would work similar to that which it already does. But the other non-magic adepts. Technically with Durability and all talents being magic based that a low circle Swordmaster should be able to dominate an experienced Street Samaurai. BUt that's what I think.

The adept paths haven't been codified yet. One of the nastiest things I did to my 2nd edition SR group was to break out a troll archer adept. Talk about a hot knife through butter. ;) As far as a swordmaster doing it, well I would like to point out the futility of bringing a knife to a gun fight. Especially if he's got wired reflexes. I'd run wired reflexes as air dance (minus the floaty) with level x3 steps for init. Boosted reflexes as the blood charm init booster, kinda +1 per level. Move by wire would be used to explain the DM fiat for the BBEG's increadible power.

Quote

> 2nd. Armour. All the Dermal Armour and such. What kind of Armour ratings, both Mystic and Phys. would the most common ones have? Similar to the ED ones? ie. Reinforced clothing similar to hardened leather?

I'd treat dermal like the obsidiman racial ability. Probably 1 point per level. Things that aren't living don't generally have Mystic armour so while none would, that stupid bacteria they use to cover offices to lock them down from astral would provide some to everyone in the area.

Quote

> 3rd. Damage steps of mechanical weapons. Would the be able to be modified in some way? Maybe Cobra does base X step damage with certain type of ammunition giving various step bonuses? Or just a straight step.

I'd say straight step. Guns don't care how strong you are. Though APDS would lower armour defeating hits by one step, explosive would add a bonus. With a 9M heavy pistol I'd guess around step 15. Average hp for average person is usually 30ish, so two hits from that and them being down would be good for playability. I agree with the guns only needing good success. So yes, that makes APDS really nasty.

Quote

> 4th. How devastating would the damage of mechanical weapons be to Magical adepts with their magically enhanced physiques?

As damaging as regular weapons. That much wouldn't have changed.

Quote

> 5th. Races. I know it is mentioned about various strains and such of the various genetics producing the Orks/Trolls ect. There is a refference to the Windlings in the Europe sourcebook., But the T'skrangs and Obsidiman I haven't seen a refference for. How would the be treated by the other races of the SR world.

Though they do have a statue that looks suspiciously like an obsidiman being carried by a fork lift. :D But I regard that one the same level as that "no really, it's not a drow" drow they had in that one module.

Quote

> 6th. Horrors. It is hinted at horrors in SR but nothing 100%. Just how pwerful would they end up being? And granting that would the chose to stay in the Astral realm seeing that the average name-giver could now cause serious harm with basic equipment at their disposal? Unlike the previous time when only the adepts had the majority of power to stand up to them?

Probably not as powerful as we have to deal with *yet*, as the magic level is still weaker in SR than in ED. As such you just won't see the more powerful ones out yet. That plus they that they can't feed off the misery they themselves don't inflict means that only the weakest and or most crafty will be about. Using the existing "misery index" to hide themselves.

Title: **Re: Shadowrun Crossover?**
Post by: **Mataxes** on **February 14, 2008, 18:07**

Quote from: Raven Bloodeyes on February 14, 2008, 07:16

> Adepts (non-mages), would basically be really, really powerful Physical Adepts in SR, so the best magical ninja dude in SR would be stomped by a decent 3-4th circle Swordmaster (maybe slightly higher, but you get the idea)....

I don't know about that -- a typical C3/4 character has talents around Rank 4, which is easily within the range of a non-magical practitioner. The advantage an ED adept has is that he may know some magical tricks that his foe might never have seen.

It's rather quick-and-dirty, (and probably not all that accurate), but I would think a parallel of initiate grade to circle might be a good ballpark starting point for comparison. Even then, though, SR adepts don't really work the same way as ED adepts -- many of their powers *enhance* their learned skills, rather than *replace* them (as talents do).

Maybe 1/2 initiate grade = approx. ED Circle?

Title: **Re: Shadowrun Crossover?**
Post by: **The_Gun_Nut** on **February 14, 2008, 21:13**

Knowing a bit about firearms from study and speaking with those who make it their job, the old armors aren't so bad against, say, pistols or other hand weapons. They wouldn't be quite as effective, due to the fact that the transfer of kinetic energy through the old armors would be a significant problem, but they would probably stop most pistols and SMG style weapons (SMG's tend to use pistol ammunition).

Against rifles, assault rifles, or shotguns the old **Earthdawn** armors would be useless. The small angle of the conical bullets would place all of the energy upon a single point of the armor, which it is not designed to handle. Modern armors work by diffusing the energy over a larger area (basically, there is of course more to it than that) and preventing penetration. The old armor crafters didn't have to worry about stuff like supersonic chunks of metal flying through their clients, so they couldn't plan for it.

We aren't EVEN going to talk about heavy weapons like machine guns or assault cannons. Not EVEN a point to that. :dead:

Title: **Re: Shadowrun Crossover?**
Post by: **erossing** on **February 14, 2008, 22:58**

I think in any crossover like this, a couple facts of magic need to be considered, and they won't end well for the ED characters....

1) ED's setting, just after the Scourge, is near the peak of magical power in its cycle. Shadowrun is only 60 (or 50, or even 40, depending on which edition you're starting with) years into its 5000+ year magic cycle. There simply won't be the level of magical power that ED adepts are used to. I'm not really sure how I would express this. Maybe capping a character's Discipline Circle at 3 or 4. Maybe making everything much harder to use. Maybe both....

2) The way magic works changes based on the communal beliefs of the people practicing it. Blood magic, for example, first appeared in ED when people starting making blood oaths. The oaths weren't magical at first -- the magical nature of the universe changed to empower them based on the way people treated them. Magical traditions in SR's time are based on magical theory developed during the "Fifth World", not during earlier ages. There must be certain compatibilities, or an ability to adapt, since dragons and ancient elves active during the Fourth World remain powerful in the Sixth, but I would assume that those entities were sufficiently active to adapt to changes that occurred during the Fifth World.

The ED characters could take advantage of the fact that magic is still somewhat loose in SR times by eventually reestablishing their disciplines in the Sixth World as new traditions (like any Sixth World magician/adept), but this would require some time and effort.

Title: **Re: Shadowrun Crossover?**
Post by: **General Ashnak** on **February 14, 2008, 23:08**

What edition of Shadowrun are you talking about? 3rd ed SR translates pretty easily into ED if you take the number presented (i.e. Str 6) and convert it straight to a step (i.e. Str step 6/d10). You can then treat skills as direct modifiers to steps just like in ED, Dex 6 + Firearms 4 = 10/d10d6). Damage being based off of success level for firearms is reasonably easy too, average = standard as step, good = standard*2 as step, excellent = standard*3 as step, extraordinary = standard*4 as step , without worrying about armour defeating hits - unless you want to and then make excellent = standard*2 as step (armour defeating) and extraordinary = standard*3 as step (armour defeating).

As far as power level is concerned - ED Adepts in Shadowrun would hate life as the level of magic is not high enough to support them (though wants it gets to that level - look

out!) in all their glory. Though you would also expect that SR would produce different Adepts to ED as well, ie Technomancer, Ghost and Gunslinger are the three that pop straight to mind.

Armour rating is easy, impact armour is physical armour, ballistic armour protects against bullets, mystic armour (not currently present) against mystic damage.

Damage is damage is damage is damage :nunu:

Its your world so do what you want - T'skrang, Windlings & Obsidimen probably need a much higher level of magic to support them though.

Horrors would love SR to bits, it is chock a block full of food! glorious food! - down side for them is it is also full of Namegivers with kinetic weapons... also naplam! :evil_gm:

Title: **Re: Shadowrun Crossover?**
Post by: arma on **February 14, 2008, 23:08**

Quote from: erossing on February 14, 2008, 22:58

> 1) ED's setting, just after the Scourge, is near the peak of magical power in its cycle. Shadowrun is only 60 (or 50, or even 40, depending on which edition you're starting with) years into its 5000+ year magic cycle. There simply won't be the level of magical power that ED adepts are used to. I'm not really sure how I would express this. Maybe capping a character's Discipline Circle at 3 or 4. Maybe making everything much harder to use. Maybe both....
>
> ...
>
> The ED characters could take advantage of the fact that magic is still somewhat loose in SR times by eventually reestablishing their disciplines in the Sixth World as new traditions (like any Sixth World magician/adept), but this would require some time and effort.

IMO, if you simply "skip a few millenia", an adept would carry his traditions over to the 6th world.
What makes a discipline powerful is that it follows a narrow path and has a certain mindset/focus.
SR adepts don't have these, they are free to choose whatever they like. Because of that, they're not as powerful.
The paths of ED adepts and the knowledge of blood oaths and the talents unknown in the 6th world need not be re-invented by an adept crossing over. The people living in the 6th world need to discover them, or need to be taught these ways, however.
So if an ED adept was to "got Shadowrun", he wouldn't follow the rules for SR adepts, but his own. He couldn't choose all kinds of adept powers, but only the talents of his discipline. But because of that, he could choose more talents from that path, and also some not known to others in the 6th world.

There might be a "cap" to abilities, but for purpose of mechanics, you would have two caps. One for the SR adepts, and one for the ED adepts. This cap would be one of "how much can I learn", and of "what is available at all", and perhaps some sort of maximum rank. But it wouldn't be limited by a discipline circle.

Title: **Re: Shadowrun Crossover?**
Post by: **Horseboy** on **February 14, 2008, 23:28**

Quote from: arma on February 14, 2008, 23:08

> There might be a "cap" to abilities, but for purpose of mechanics, you would have two caps. One for the SR adepts, and one for the ED adepts. This cap would be one of "how much can I learn", and of "what is available at all", and perhaps some sort of maximum rank. But it wouldn't be limited by a discipline circle.

Well, there is an established prescience for that. Spell magic over 10th circle requires it be a named spell. I could certainly see that being brought down to oh 6th or so to accommodate the lower magic level.

Title: **Re: Shadowrun Crossover?**
Post by: **Caric** on **February 15, 2008, 22:21**

The magic level is the real question in my opinion. Regardless of where you set it though both the ED adepts and characters from SR would have the same "potential." The ED characters may have the gift of superior magical knowledge but they would be far behind in their knowledge of modern technology and the like.

Put a cavalryman and his trusty steed up against a rigger with his rotodrone and see which one comes out on top. How does a warrior deal with someone wielding a high powered sniper rifle at extreme range? An archer in full command of his Talents as well as the tech to back it though could probably start putting arrows through the sides tanks. It's really just more of a question of perspective than raw magical ability. I won't say all, but I can see many street sams being latent adepts. The magic levels in the sixth world just haven't risen high enough for them to access Talents. If it isn't high enough for them then when that sky raider does come over he's in for a very rude awakening, especially since he never bothered to learn melee weapons as a skil...

Once the magic levels are higher I suspect that the classes of adepts developed in SR will be very different from those in ED.
The nature of magic may be the same, but it's all about perspective. The magic doesn't care how it's accessed or used, there can be all sorts of flavors of Magical Theory behind it. We see that throughout both sytems.

My 2 cents anyhoo.

~Caric

Title: **Re: Shadowrun Crossover?**
Post by: **Mataxes** on **February 16, 2008, 02:33**

Given how magic and tech are incompatible in the SR universe, the 'potential' for a Street Sam to be an adept is irrelevant, because the two paths to power in SR are tech *or* magic. Your chromed-to-the-gills Sammy has traded the latter for the former.

I don't think that the 'magic level' in the SR era is very relevant, because there are beings in the SR universe (Harlequin, for instance) who display magical abilities and power beyond what is possible to 99.9% of the magically active members of the setting. An ED adept would not, in my opinion, have any problem accessing the mojo necessary to power their abilities.

The question, really, is how comparatively powerful is an adept compared to a non-adept? The mechanics of the ED system indicate that, effectively, the difference between an adept with talent rank X and a mundane with a skill rank of X in the same ability (say, Melee Weapon) are the same. Only the ceiling is different -- magic can take people beyond the 'normal' limits of a skill (15 vs 10), and magic can grant a number of useful tricks (expressly magical talents, knacks, etc) that are not available to skilled users.

In my opinion, it would come down to a relative comparison of the experience level of the two parties in conflict. A novice adept would not trounce a veteran Shadowrunner.

Title: **Re: Shadowrun Crossover?**
Post by: **The_Gun_Nut** on **February 17, 2008, 04:58**

Just to go OT a little bit, found a map of modern Barsaive. It's called Ukraine.

(http://i81.photobucket.com/albums/j204/The_Gun_Nut/Ukraine.gif)

There's the serpent river right there on the east side of the map. Bucharest is near Vivane. Voronezh is right around where Travar would be. Throal would be further north and east than this map shows. The Mist Swamps would be where Rostov na donu is today. Cara Fahd would be where modern day Moldova is.

Title: **Re: Shadowrun Crossover?**
Post by: **Mataxes** on **February 17, 2008, 07:02**

Not to burst your bubble, but we've known about that for years. ;)

Title: **Re: Shadowrun Crossover?**
Post by: **Wingtail** on **February 17, 2008, 08:54**

Yeah and if you compare it to a slightly bigger map, and follow the Serpent River where it flows from (in real life) you will find the Throal itself appears to be situated very close to modern day Moscow in regards to surrounding terrain.

Thanks guys for the input it really helps me out for a possiblity in the future. Now another question along the same lines:

Shadowrun: Flash forward a few hundred years, maybe even a Thousand. Horrors, Magic Users, Adepts, ect. ANything magical in nature. What would be the effect of going "off planet" to Mars or the moon after space exploration has opened up in SR? Would they lose their abilities? Really Weak? Not able to leave Earth? More thoughts to keep exercising your mind. ;o)

Title: **Re: Shadowrun Crossover?**
Post by: **Crusufix** on **February 17, 2008, 10:46**

If I remember correctly, according to the SR lore the magical energies are bound to the planet. Leaving orbit separates a magician in SR from this magical energy preventing any magician from performing magic. As a side effect it also causes the more in tune, powerful magicians to feel alone, not whole and in extreme cases drives them insane.

There were experiments done which focuses on magically enabling space travelers but these were supposedly never successful. I do believe the late Dunklehanzen's will actually donated monies to an organization which experiments with magically active space travel.

Based on this information I'm in the belief that space travel is impossible for anything magically active and in fact would destroy the minds of any creature attempting it, even at the peak of the magic cycle, *especially* at the peak of the magic cycle.

This is, of course, not taking into account meta-human ingenuity. I'm pretty sure at some point that someone will be able to develop a portable astral pocket to take with them that could supply their magical abilities during space travel. The level of abilities supplied being based off the power level of the astral pocket they are within. Earth itself being just one really big astral pocket.

Title: **Re: Shadowrun Crossover?**
Post by: arma on **February 17, 2008, 10:48**

Ah, Crusufic got it. Still, I've written the post, now I'm posting it... ;)

That's directly covered in SR:
In space, there's no magic. IIRC physical adepts can't use their stuff, and mages trying to go astral or cast spells go nuts and/or die (there's some high drain taking place no matter what you're doing).

It's the planet that allows people to wield magic.

If you want to go "magic&tech in space"...
Scroll up, click on "About Us", scroll down.

Title: **Re: Shadowrun Crossover?**
Post by: **Crusufix** on **February 17, 2008, 11:51**

> Quote from: arma on February 17, 2008, 10:48
> If you want to go "magic&tech in space"...
> Scroll up, click on "About Us", scroll down.

... waiting very patiently for this...

... waiting some more...

Damnit.. is it not out yet?!

... Looks at watch...

... waits more...

... checks website...

... taps foot...

:snoring:

Title: **Re: Shadowrun Crossover?**
Post by: **Grinder** on **February 17, 2008, 12:15**

It's done when it's done.

(Sometimes, just sometimes, I wish Dammi and James would fall in love with the concept of deadlines. ;D)

Title: **Re: Shadowrun Crossover?**
Post by: arma on **February 17, 2008, 12:32**

> Quote from: Grinder on February 17, 2008, 12:15
> It's done when it's done.
>
> (Sometimes, just sometimes, I wish Dammi and James would fall in love with the concept of deadlines. ;D)

If they'd do, you'd turn in everything on the last minute, it wouldn't get proper editing, and only germans could understand it.
(plus maybe people who read latin).

;)

Title: **Re: Shadowrun Crossover?**
Post by: **Grinder** on **February 17, 2008, 12:38**

Yeah, we could germanise **Earthdawn**. ;D

Title: **Re: Shadowrun Crossover?**
Post by: **Dammi** on **February 17, 2008, 15:26**

Hehe! :)

For the record: we like deadlines. However, without being able to enforce them (or stick to them ourselves), they are pointless.

Title: **Re: Shadowrun Crossover?**
Post by: **Chameleon** on **February 19, 2008, 00:43**

> Quote from: Grinder on February 17, 2008, 12:38
> Yeah, we could germanise **Earthdawn**. ;D

But, but, then I'd have to relearn German... :(

Not that that's necessarily a bad thing... ;D

I miss Germany lots...

Title: **Re: Shadowrun Crossover?**
Post by: arma on **February 19, 2008, 01:33**

And I thought knowing German was like riding bicycles (you never forget how to do it).

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=6946.0. It is a snapshot of the page as it appeared on Nov 24, 2011 12:28:39 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by drucifer earthdawn forum** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: SamuraiSpirit on February 07, 2010, 03:35

Title: **Something I love about Earthdawn**
Post by: **SamuraiSpirit** on **February 07, 2010, 03:35**

One of the things I've always loved about **Earthdawn**...

(and I've been following the game since 1e)

is the Art

Laubenstein

Aulisio

MacDougall

and others whose Names I can't connect with their work at this particular moment....

Earthdawn Art-work has been consistently excellent from the very beginning....
something we can't say for too many other game lines I suspect...

Title: **Re: Something I love about Earthdawn**
Post by: **Raven Bloodeyes** on **February 07, 2010, 08:00**

AMEN!

(I hear rumblings one of the old artists may be coming back into the fold and doing stuff for ED3) ;)

Title: **Re: Something I love about Earthdawn**
Post by: **PenAgain** on **February 07, 2010, 15:17**

Or was that just my stomach you heard, Raven? ;D

I too agree that the art has always been a huge driving force behind the game. Nelson and Laubenstein ARE **Earthdawn** for me--but I'm also consistently amazed at the work Kathy Schad turns out for ED3 (and EDC before it).

And I have to say: ED3 is sporting the coolest looking covers of any edition so far.

Title: **Re: Something I love about Earthdawn**
Post by: **Dammi** on **February 07, 2010, 15:33**

...and will continue to. Kathy has three new covers in the works right now.

Title: **Re: Something I love about Earthdawn**
Post by: **Filisn** on **February 07, 2010, 19:55**

While the artwork in ED is quality work, I can never help but feel that it could be used in more constructive ways. That sounds a bit snarky, so let me clarify:
I would really love to see more visuals reguarding patterns, threadweaving, astral space, and other similar concepts. Back when I had first purchased the EDC books I had a vague and fragile understanding of the magic system. I had been playing the game for over a year at that point, mostly based on what the GM explained to us and occasional short glances at his books. I still didn't really 'get' the spellcasting system. In hindsight it seems very simple, but at the time Threadweaving, Spellcasting, Karma, and Effect Tests seemed a bit loopy. Naturally the first thing I did after my books were delivered was crack it open to the Magic section and start reading.

Prior to this I was used to games where Campaign Setting and Rules were generally not intermingled (I still kind of prefer that, but I find it hard to even compare the two approaches because they are too distinct from one another,) and trying to sift out the information I desired proved confusing at times. One thing which was not to my liking is that there was not a 'step by step' illustration of the spellcasting process. I feel it would be such a huge benefit to new players to include something like this in a book somewhere. Showing a newcomer a basic spell matrix, a caster weaving threads into his prepared matrix, and finally the unleashing of the spell would greatly aid in the understanding of the game.

Of course nowadays I understand the process much more, and have a great appreciation for all the work that went into the creation of this (as some wise guys once said) 'most excellent' system. However, I still feel that some illustrations of the more unique aspects of the game mechanics could improve the quality of these prouducts exponentially.

Title: **Re: Something I love about Earthdawn**
Post by: **Crusader** on **February 08, 2010, 10:25**

Quote from: PenAgain on February 07, 2010, 15:17

> Or was that just my stomach you heard, Raven? ;D
>
> I too agree that the art has always been a huge driving force behind the game. Nelson and Laubenstein ARE **Earthdawn** for me--but I'm also consistently amazed at the work Kathy Schad turns out for ED3 (and EDC before it).
>
> And I have to say: ED3 is sporting the coolest looking covers of any edition so far.

mmmm, disagree, Thje base book covers don't tell me much. Looks like some Mayan shizzle that has little to do with **Earthdawn** in my opinion.

I think the ED1 Companion has the best cover. The level of detail was exquisite. (http://www.redbrick-limited.com/cms/images/product_images/earthdawn_companion_product_image.jpg)

Closely followed by the cover of ED3 Namegivers of Barsaive. The realism style pictures

are far more appealing to me then some abstract work of art.
(http://www.redbrick-limited.com/cms/images/product_images/cover_namegivers_large.jpg)

Title: **Re: Something I love about Earthdawn**
Post by: **Grinder** on **February 08, 2010, 12:35**

Agreed, both covers are aweome. :D

Title: **Re: Something I love about Earthdawn**
Post by: **PenAgain** on **February 08, 2010, 16:23**

Interesting.

I really dislike the ED1 cover-- I find it does a poor job of representing the game, while the Mayan/South American themes in the ED3 covers work very well to establish that this is a fantasy game that doesn't dwell entirely in the dark ages European tropes. Plus, ED has ziggurats, and that's sweet.

I'll grant that the ED1 Companion cover is among the best in the line... but I don't care much for the cover on Namegivers.

As subjective as taste in literature can be, it's got nothing on tastes in visual art! Luckily we all get books to love, even when they don't match up with one another.

Title: **Re: Something I love about Earthdawn**
Post by: **Flowswithdrek** on **February 08, 2010, 20:52**

> Quote from: PenAgain on February 08, 2010, 16:23
> Interesting.
>
> I really dislike the ED1 cover-- I find it does a poor job of representing the game,

The artwork its self is fine, but I agree it shouldnt have made the front cover of the main rule book. There were so many better pieces they could have used.

Title: **Re: Something I love about Earthdawn**
Post by: Drucifer on **February 09, 2010, 00:30**

Pick only one thing I love about **Earthdawn**?.....
Is that even possible....

It's like trying to pull out my spleen and describe why I think it is a cool body part...

It is beyond description.

If I had only one RPG ever to play, it would be **Earthdawn**.

Thanks

Dru

Title: **Re: Something I love about Earthdawn**
Post by: **Sethariel** on **February 09, 2010, 00:49**

This is one of my favourites ;D

(http://www.lucifer.tw/fantasy/artist/luis/malefic/11_mists_of_betrayal.jpg)

And about the Companion Cover... Speaking od realism... What are the Mad Passions doing as old statues? The Passions got Mad during the Scourge! :nunu:

Title: **Re: Something I love about Earthdawn**
Post by: **vitus979** on **February 09, 2010, 00:58**

Quote from: PenAgain on February 08, 2010, 16:23

> I really dislike the ED1 cover-- I find it does a poor job of representing the game, while the Mayan/South American themes in the ED3 covers work very well to establish that this is a fantasy game that doesn't dwell entirely in the dark ages European tropes. Plus, ED has ziggurats, and that's sweet.
>
> I'll grant that the ED1 Companion cover is among the best in the line... but I don't care much for the (Tobin?) cover on Namegivers. At all.
>
> As subjective as taste in literature can be, it's got nothing on tastes in visual art! Luckily we all get books to love, even when they don't match up with one another.

Ain't that the truth. Personally I dig the Brom cover of Prelude to War (though I admit it has little to do with **Earthdawn**) and Crystal Raiders especially both the cover and the color inserts in the middle (the "free **earthdawn** demo" icon on the left is from one of the color inserts).

And here is where I say I've never been a Laubenstein fan. Everything has a big fat nose (even elves). For that matter everything is usually Roly Poly. It's not as big of a deal in **Earthdawn**, but it *really* didn't fit for me when he was doing artwork for Shadowrun.

Title: **Re: Something I love about Earthdawn**
Post by: **jukibu** on **February 09, 2010, 01:34**

Quote from: vitus979 on February 09, 2010, 00:58

> And here is where I say I've never been a Laubenstein fan. Everything has a big fat nose (even elves). For that matter everything is usually Roly Poly. It's not as big of a deal in **Earthdawn**, but it *really* didn't fit for me when he was doing artwork for Shadowrun.

My saying!

Still, Artwork is great and has a unique style! Kathy does a graet job and I'm looking forward to lots of new pictures and covers!

Namegivers Cover- my favorite! :thumbsup:
Mists of Betrayel, awesome!
Companion- great work, but Sethariel has a point there.
PtW- wow, always feared to meet that guy, wicked!
Shards Collection on the left here- beautiful!!!

Nothing against Filisns wish for illustrations how magic works or looks like, and agreed, it's not easy to get into it, but wouldn't such pictures destroy a lot of the feeling of it? And think of how different magic must look to the different disciplines!

Title: **Re: Something I love about Earthdawn**
Post by: **SamuraiSpirit** on **February 09, 2010, 02:03**

Quote from: Filisn on February 07, 2010, 19:55

> I would really love to see more visuals reguarding patterns, threadweaving, astral space, and other similar concepts.

mmm

I tend to agree on this one.

One of the things that always grabbed me about **Earthdawn** art was the exquisite level of detail.... just look at the clothing and the architecture. I don't know if individual artists were deliberately attempting to do so, but you instantly get a real feeling for how people in this world try to incorporate pattern/design/style/etc into their lives as "proof we're not Horror tainted".

Title: **Re: Something I love about Earthdawn**
Post by: **Flowswithdrek** on **February 09, 2010, 13:14**

Quote from: Sethariel on February 09, 2010, 00:49

> And about the Companion Cover... Speaking od realism... What are the Mad Passions doing as old statues? The Passions got Mad during the Scourge! :nunu:

Did the statues not change during the scourge to reflect the corruption of the passions? Im sure i read that somewhere recently but cant think where right now. but i could have dreamed it.

Title: **Re: Something I love about Earthdawn**
Post by: **Crusader** on **February 09, 2010, 16:49**

I wish I dreamed of **Earthdawn**...

No, the statues didn't change by themself as far as I know.

Title: **Re: Something I love about Earthdawn**
Post by: **ED_Chronicler** on **February 09, 2010, 16:52**

I'm with Flows, I'm remembering something about the statues changing. But I remember reading it here on the **forum**, so it could have been just a discussion point.

Title: **Re: Something I love about Earthdawn**
Post by: **Flowswithdrek** on **February 09, 2010, 20:59**

I thought I read something about it on this **forum** also but that could have just been a discussion point like ED_Chronicler says.

What I think reinforced my thought was reading about the temples in Kratas City of Thieves. It doesn't actually say the temples changed but that's what I took out of it.

Kratas City of Thieves talks about the double door entrance to the temple of Erendis. The name Erendis is carved on the doors which have crumbled leaving only the word 'dis'.

Changes to the temple of Vistrial are also mentioned in the Kratas source book, what was once a mud pit trap for amusement is now a spike trap because the passions sense of humour is darker after the scourge.

Also reading Ardanyans revenge there is a section on the temple of Rashomon, how it was closed and now in ruins.

Quote

> The madness that befell the Passion Rashomon during the Scourge went unnoticed by the population. No one witnessed how Rashomon changed to become Raggok, Passion of vengeance, bitterness, and jealousy. Only the remaining handful of followers felt a growing urge for revenge.

I was reading into that statement the population didn't physically notice the changes as they no longer had access to the temple.

All the above suggested to me that some kind of physical changes occurred. But I may be reading too much into it (I'm good at doing that) ;D

Temples and Statues are important symbols of belief and I personally like the idea that when the passions became corrupted so the temples also reflected that corruption.

Title: **Re: Something I love about Earthdawn**
Post by: **Dragonbreath** on **February 14, 2010, 13:23**

Quote from: ED_Chronicler on February 09, 2010, 16:52

> I'm with Flows, I'm remembering something about the statues changing. But I remember reading it here on the **forum**, so it could have been just a discussion point.

I know this story too. I haven't found it in the books yet, but I know definitely that I haven't read it in a **forum**.

Title: **Re: Something I love about Earthdawn**
Post by: **Sethariel** on **February 17, 2010, 15:26**

Considering how astral plane and physical world are connected, the version with statues change is quite possible.

I'd rather see it in change by coincidence, just like with the core pattern items that have their aura of luck. Events might have seem to arrange themselves in a way that changes a certain aspect of the temple or statue (great example with the Erendis temple in Kratas)

Having whole statues change just like that is somehow too vulgar to me...

Title: **Re: Something I love about Earthdawn**
Post by: **MacKotek** on **March 14, 2010, 12:10**

Maybe that's just the Foul Folk's work?

Title: **Re: Something I love about Earthdawn**
Post by: **Rogan Rubyeye** on **March 17, 2010, 16:41**

Well, those statues of the Mad Passions could have been created by their questors after the Scourge. It has been over a hundred years - more if you think that the maddness took hold during the Scourge, so possibly another 200+ years on top.

As for the statues changing, well entirely plausible. The only reference that comes to my mind is for the statues surrounding the Screaming Fountain in Parlainth. I think the book mentions that only the ones of the Mad Passions are left intact.

Anyhow, regarding the artwork - yes, I'm only disappointed that the new books don't have colour plates like the original 1st ED stuff. Still, a lot of the original greyscale and line art is amazing. I'm a big fan of the black & white shadow/light style that Doog used in Horrors and Terror in the Skies. One of my favourite Allessio plates was the obsidiman warrior facing off against an enraged Jehuthra (1e ED Companion) and I particularly liked the Thundersky trollmoot raiders one from Crystal Raiders of Barsaive.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=7898.0. It is a snapshot of the page as it appeared on Oct 21, 2011 06:28:51 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by drucifer earthdawn forum** Text-only version

RedBrick LLC Forums

Earthdawn => For Players => Topic started by: Flagg on April 27, 2011, 13:41

Title: **Somewhat discouraged**
Post by: **Flagg** on **April 27, 2011, 13:41**

Hi folks,

I've been doing a lot of googling over the past few days looking for homebrew stuff for 3rd Edition. Aside from the recently published Paragon discipline, it's a desert out there. There are a ton of outdated 1st Edition sites from the early 2000s (showing how prolific the community was back then), but pretty much nothing since.

Is creating fan-made disciplines and talents a dead art, or am I just looking in the wrong places?

Title: **Re: Somewhat discouraged**
Post by: **Crusader** on **April 27, 2011, 14:15**

It be dead. :'(

In the olden days there was a pretty huge community around **Earthdawn**. Especially in germany the game was very popular and had a pretty interesting market share. I don't think that in the modern days the **Earthdawn** community comes close. It's also pretty hard to compete and there is no mass advertising as FASA did back in the days that I've seen.

Title: **Re: Somewhat discouraged**
Post by: **Dammi** on **April 27, 2011, 14:16**

No, I guess you're not. RedBrick started out of the fanbase back in the day, and we assimilated a lot of the stuff (and the fans) out there.

There was no official **Earthdawn forum** before we appeared, and the fans slowly migrated here as we went along. A lot of the old sites (some of them from the late '90s even) have been taken off the net, and most of the previous fan-made fan-forums that held up the flag in the meantime have closed down after we appeared (no reason to have three or four **Earthdawn** fan forums as they are visited by the same people for the most part--unless they are in different languages, that is).

Title: **Re: Somewhat discouraged**
Post by: **Flagg** on **April 27, 2011, 15:14**

Rest assured, I plan to put my money where my mouth is and introduce some of my own stuff.

Title: **Re: Somewhat discouraged**
Post by: **Dammi** on **April 27, 2011, 17:03**

That's the spirit! :thumbsup: I'm glad there are new fansites coming, really.

Title: **Re: Somewhat discouraged**
Post by: **Flagg** on **April 27, 2011, 17:42**

I wrote the Cavalier discipline over a decade ago, though if I looked back at it now I'd probably be embarrassed to admit it was me :P

I lost my copy of it, and the only site it was published to was Strands (RIP). Does anyone happen to have it saved anywhere (longshot, I know)? I'd like to revamp it for 3E.

Title: **Re: Somewhat discouraged**
Post by: Drucifer on **April 27, 2011, 22:38**

Here you go
http://www.edquest.8m.com/cavalier.html (http://www.edquest.8m.com/cavalier.html)
Enjoy

Title: **Re: Somewhat discouraged**
Post by: **stormcrow** on **April 27, 2011, 23:55**

Like the idea of the Cavalier. I'll put up the Paragon when I'm happy with it. You could try asking these guys if they'll contribute. They've probably worked on their custom Disciplines a bit more by now.

http://www.redbrick-limited.com/cms/**forum**/index.php?topic=4559.0

http://www.redbrick-limited.com/cms/**forum**/index.php?topic=7366.0

http://www.redbrick-limited.com/cms/**forum**/index.php?topic=7768.0

http://www.redbrick-limited.com/cms/**forum**/index.php?topic=4446.0

Title: **Re: Somewhat discouraged**
Post by: **Flagg** on **April 28, 2011, 00:13**

Quote from: Drucifer on April 27, 2011, 22:38

> Here you go
> http://www.edquest.8m.com/cavalier.html (http://www.edquest.8m.com/cavalier.html)
> Enjoy

Thanks much!

I'm not as embarrassed by it as I thought I would be :)

Title: **Re: Somewhat discouraged**
Post by: **Flagg** on **April 28, 2011, 00:25**

Quote from: stormcrow on April 27, 2011, 23:55

> Like the idea of the Cavalier. I'll put up the Paragon when I'm happy with it. You could try asking these guys if they'll contribute. They've probably worked on their custom Disciplines a bit more by now.

Thanks for the links! I am a bit confused by some of those write-ups, specifically because a number of them use the "(D)" notation in their talent lists. In 1E, this signified it was a discipline talent. If this is what's meant by it now, it seems a bit redundant.

Title: **Re: Somewhat discouraged**
Post by: **Telarus** on **April 28, 2011, 01:09**

I've been kicking some Discipline ideas around for a little while. A War Engineer (animated clock-punk/mecha-punk caster) which I need to tweak for the new Discipline system and Cathay material, and a couple of others.

Working on learning Unreal 3 code right now tho.

Title: **Re: Somewhat discouraged**
Post by: **ED_Chronicler** on **April 28, 2011, 10:57**

I'm working on projects, and hope to have my own website up and running at somepoint. However, a serious project has me occupied with priority.

Title: **Re: Somewhat discouraged**
Post by: **abandag** on **April 29, 2011, 18:29**

Quote from: Flagg on April 28, 2011, 00:25

> Thanks for the links! I am a bit confused by some of those write-ups, specifically because a number of them use the "(D)" notation in their talent lists. In 1E, this signified it was a discipline talent. If this is what's meant by it now, it seems a bit redundant.

The Alchemist discipline I was working on was for **Earthdawn** Classic, using the Alternative Discipline Mechanics free download (which I think is still available.) So, yes, the "(D)" notation would be unnecessary for 3rd edition. I haven't really put any thought or effort into revamping it for ED3, but I wouldn't be opposed to it.

At the time 3rd edition was getting close to being released and I didn't see any reason to keep working on a EDC version just to have to start over when ED3 came out. Then I just kinda forgot about working on it.

I also got a little discouraged from some of the comments people made about it. One thing that got mentioned several times was that it needed more combat abilities. I never saw any reason to give a more intellectual discipline like an Alchemist combat abilities. I understand their reasoning, I just don't agree with it. Also, I don't think many people got the metaphor, or didn't bother reading the whole thing to realize that there was a metaphor. IMB, metaphor is vital for the existance of a discipline, and a discipline's talents should reflect it's metaphor just as much as it's group role or function. So where most people saw "a bunch of social talents," I saw a bunch of talents (which happened to be social in nature) that reflected the discipline's metaphor. But like I said, I don't think many people got that or have the same view on the importance to metaphor in discipline creation.

Title: **Re: Somewhat discouraged**
Post by: **Quorlox** on **April 29, 2011, 18:38**

Quote from: abandag on April 29, 2011, 18:29

> I also got a little discouraged from some of the comments people made about it. One thing that got mentioned several times was that it needed more combat abilities. I never saw any reason to give a more intellectual discipline like an Alchemist combat abilities.

I also don't give combat abilities to Disciplines that aren't combat focused. Discipline

design should be driven by what the Discipline should have, not what is needed to be an "adventurer." There are many ways to earn LP that don't require killing things.

Title: **Re: Somewhat discouraged**
Post by: **stormcrow** on **April 29, 2011, 18:59**

Quote

> I also got a little discouraged from some of the comments people made about it. One thing that got mentioned several times was that it needed more combat abilities. I never saw any reason to give a more intellectual discipline like an Alchemist combat abilities. I understand their reasoning, I just don't agree with it.

Ignore them then. I'd like to see how it turns out if you ever get around to it. Also, now that I have an outlet, I've been thinking about a few other Disciplines I wanted to create a while back but never got around to. I even jotted down some design notes for one. Some would be just for fun but sure why not?

Title: **Re: Somewhat discouraged**
Post by: **stormcrow** on **May 02, 2011, 22:02**

I put up the bare bones of a Discipline just to see what the interface was like. There´s no background or anything yet and it´s just a bit of fun really. I have to say I am really impressed with the ease of using the site. I love the drop down menus for Talents and also the fact that if you edit a Talent to change its name, it is corrected in the Discipline section. Overall, it is very intuitive and I can´t recommend it enough for anyone else wanting to have a bit of fun with the Discipline design section.

Title: **Re: Somewhat discouraged**
Post by: **Flagg** on **May 03, 2011, 00:32**

Quote from: stormcrow on May 02, 2011, 22:02

> I have to say I am really impressed with the ease of using the site. I love the drop down menus for Talents and also the fact that if you edit a Talent to change its name, it is corrected in the Discipline section. Overall, it is very intuitive and I can´t recommend it enough for anyone else wanting to have a bit of fun with the Discipline design section.

Thanks! That's what I'm going for. It's good to hear. :)

Title: **Re: Somewhat discouraged**
Post by: **Crusader** on **May 03, 2011, 13:50**

People who whine about combat powers should go back to D&D, the game that pretends to be about roleplay but actually is a hack&slash framework.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=8216.0. It is a snapshot of the page as it appeared on Nov 28, 2011 19:38:02 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn forum** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: Bansidhe on September 13, 2011, 20:21

Title: **Starting Earthdawn**
Post by: **Bansidhe** on **September 13, 2011, 20:21**

Ok,so after trawling through a list of just about every rpg made,I have dedided on **Earthdawn** for my family and I.

Main reasons, are it looks good,it sounds good from all the reviews I have found .the premise and setting make sense and,there isint 300+ books too buy before you can play! should be off too the old gameshop next month.

Just too check,all i need too start are 3rd ed. Gamesmasters and Players guides,yeah?

Oh and can anyone point me at a good windling build for my little un too play? :)

Title: **Re: Starting Earthdawn**
Post by: **treorai** on **September 13, 2011, 22:08**

For Third Edition, the GM's Guide and Player's Guide are all you need to start. The Companions and Namegivers of Barsaive are very helpful (expanded information about the Disciplines and Races, more Disciplines, Talent Knacks, more Thread Items and monsters, etc), but they are far from necessary to begin.

Title: **Re: Starting Earthdawn**
Post by: **BobVilla** on **September 13, 2011, 22:48**

> Quote from: Bansidhe on September 13, 2011, 20:21
>
> Oh and can anyone point me at a good windling build for my little un too play? :)

You said build. Somebody been hanging out on the d20 boards? =p

In general, 'builds' as they exist for other games aren't as prevalent as ED. I think in part because ED attracts a different crowd, and in part because they just aren't as necessary. I think more than any other fantasy game you can really play whatever you want and it will work. (a smart fighter in that other game is pretty terrible. In ED it works quite well) ;)

That said, for a 'little un' (depending on how little) I'd recommend going with a more straight-forward discipline. Archer, scout, thief are all good picks I'd think. Windlings also make good spellcasters, and casting is actually easier than the complicated melee types like warriors/swordmasters, etc...

Title: **Re: Starting Earthdawn**
Post by: **Bansidhe** on **September 13, 2011, 23:04**

Heh,d20...nope...I do play NWN1 online in multiplayer though,where I am a dirty min/max ing powergamer :D

And the Little un,s 8 but sharp as a tack,one of the deciding points of choosing ED is the fact its got Fey type chars in it. :)

Title: **Re: Starting Earthdawn**
Post by: **Raven Bloodeyes** on **September 14, 2011, 02:18**

Welcome to the forums and to **Earthdawn**!

BobVilla had some good advice on which Disciplines to use for a windling character and 8 sounds like a great age to start!

If you have any other questions, please by all means ask!

Title: **Re: Starting Earthdawn**
Post by: **Drucifer** on **September 14, 2011, 16:50**

Cue the screen wave...

Back when I was 8 a friend of mine handed me a hardcover book with line art and lots of tables. I was hooked, I had no idea what the Monster Manual was or how to use it, but I knew I wanted to play that game what ever it was.

So 8 is a perfect age to begin Role-playing.

Title: **Re: Starting Earthdawn**
Post by: **Telarus** on **September 14, 2011, 17:37**

Hi! Welcome to the **forum**!

I might also suggest a Windling Beastmaster (it's fun to socially dominate the beasts you run into instead of slaying them).

My 10 yr old son is playing an Obsidiman Elementalist in an old skool D&D inspired **Earthdawn** sandbox.

Title: **Re: Starting Earthdawn**
Post by: **Bansidhe** on **September 14, 2011, 21:01**

Well,i cracked today and went and bought the players guide early!

The more i read the more i dont understand why i havnt heard more about this game!

Oh and little un,s first questions were,I can play a fairy ,right?...can I have a bow and arrow?...and can I have pets?

So windling beastmaster with a bow it may well be!

I must admit im so impressed with this game,cant understand why it dosent get mentioned more at GITP and RPG.net?

Title: **Re: Starting Earthdawn**
Post by: **Dale** on **September 14, 2011, 21:35**

ED may simply be a victim of timing. It came out as the RPG market in general was declining. This is probably the biggest reason in my mind.

The system tends to be a bit confusing or number crunchy to people when they first start which turns some off as well. Given the focus on steps I would have personally just ignored attribute values and made steps the basic attribute and then made raising them much more expensive. I like the number crunching myself though. Once you get the very basics of the system it is really basic even though it appears complex.

The background, history, and current state of the world is great. It gives a practical reason why there are all these "dungeons" populated all over with treasure. You could get the most powerful item in the game and it is pointless until you learn about it. Magic is not a drastically limited thing but is still balanced out. The game mechanics support the story and history rather than just a loot grab.

Welcome to **Earthdawn**, better to have found it late than never at all. It has been a blast to play over the last decade and a half. I wish real life allowed for more time for such hobbies.

Title: **Re: Starting Earthdawn**
Post by: **BobVilla** on **September 14, 2011, 21:39**

I blame it's lack of popularity on Fasa's handling of it when it was first published. It just wasn't given that much exposure and so never gained any momentum. It really is a shame because it truly is a vastly better product than that other which became obscenely ubiquitous...

Title: **Re: Starting Earthdawn**
Post by: **Dale** on **September 14, 2011, 21:45**

On a side note, you might look at stores like Half Priced Books for some of the older (not republished by Red Brick) stuff. Of particular note I really enjoyed the Horrors (Horror Stalker discipline is awesome idea not executed well as written) & Secret Societies source books. The story behind the Cara Fahd (orc nation) book (redone by Redbrick) is awesome and someday I hope to do a full campaign with a group of all orcs. The 1st edition Companion book has a section on the Lightbearers group which is awesome (if a bit over-powerful).

Title: **Re: Starting Earthdawn**
Post by: **Bansidhe** on **September 15, 2011, 11:19**

Yeah,i did see some of the older fasa ones there,but wasnt sure if they would still be relevant,especially after doing some searches here and finding that 3rd ed. had changed a fair few things.

Also ,any beastierys? or are they in the various location books?

And!,if I come up with my premise for their starting Kaer and lead in too the first adventure etc,where would I post it for critique?Cos I do have a few ideas floating about atm,but dont want too state something jarring in the initial setup,eg:putting my small Kaer base ,slapbang in an already famous place thats overrun with orks or baddies!

Also our first party is going some thing like this:

Me:Troll warrior or swordsman
Little un:Windling beastmaster
Wife:Human warrior or swordswoman

Eldest girl:Elf archer or mage type
Middle girl:Human or Elf..not sure yet

Im hoping that someone plays an Elementalist for low lvl healing,if not i may have too,was just hoping too play a grumpy troll meatshield at first,I must admit,reading the stuff Troll,s are becoming a favourite of mine!sort of Sweet,ums on steroids!

Title: **Re: Starting Earthdawn**
Post by: arma on **September 15, 2011, 12:44**

Hoi!

Quote from: Bansidhe on September 15, 2011, 11:19

> Yeah,i did see some of the older fasa ones there,but wasnt sure if they would still be relevant,especially after doing some searches here and finding that 3rd ed. had changed a fair few things.

You'll be able to use adventures and creatures from older sources with a little conversion, though some of the older adventures are a tad harsh (they didn't get the difficulty numbers and opposition quite right).
The main changes from first edition were on the player character side and for basic rules. Of course, some rules for NPCs/monsters are taken from that, but that's just another case of conversion work.

Note that the four core books in third edition collect the rules materials from about a Dozen first edition books, though.
There's an explanation of which are included in the articles, see the nav bar.

Quote

> Also ,any beastierys? or are they in the various location books?

First editions's "Creatures of Barsaive", but it has been incorporated into core rules in third edition (which is one of the reasons why there are two GM books...
There's more creatures in the location-specific books.
ED presumes a fairly high amount of "human" adversaries, though.

Quote

> And!,if I come up with my premise for their starting Kaer and lead in too the first adventure etc,where would I post it for critique?Cos I do have a few ideas floating about atm,but dont want too state something jarring in the initial setup,eg:putting my small Kaer base ,slapbang in an already famous place thats overrun with orks or baddies!

Most people will recommend starting with Ardanyan's Revenge these days, it's an adventure geared towards starting in a kaer.

If you want to devise your own, as long as you stay clear of anything on the map that has a name, you'll be fine. Posting it in the Gm board is also fine.

Title: **Re: Starting Earthdawn**
Post by: **galafrone** on **September 15, 2011, 14:20**

ardanian revenge is absolutely a must for a beginner. my group started from that, we werent "new players" (all had at least 5 years exp in rpg and me, the gm have 30..) but is TOP for starting an ED campaign because

1) the players dont need to be "informed" about the "Outside world"; they dont need to know what actually happened (in terms of history)

2) you can play some initial adventures, small ones, just playing out the small caer community, and so put on the table some nice "social events", to let the players learn the game rules before putting them in a dangerous combat (yes, ED is lethal at first level if

the players arent very experienced with the system)

3) the discovery of the world outside is a fantastic experience, and you can focus on a zone before having them thrown into another, and they will learn more about the world history (the last 100 years after the "end of the scourge") just roleplaying it.

4) ardanian will be a perfect "free base where return" after "outside adventures" in the later part of the campaign (the players have family, friends, and whatever in ardanian)

5) you dont have to read too much before starting.

i have done that, and after 12 months of play, i felt that was absolutely the best way to start that campaign.
GL with the babies !!

Title: **Re: Starting Earthdawn**
Post by: **BobVilla** on **September 15, 2011, 18:38**

Starting in a Kaer is a great idea since it will minimize the amount of new info you and your players have to absorb at once. That's how I started my first campaign, and it went very well.

I would also strongly recommend setting your game earlier than the current metaplot. Prelude to War is a really good supplement, and you really need to build up to the invasion to have it mean anything to your players. I'm actually still in Prelude era now with my current campaign and having a blast. I don't use many of the adventures from the book, but there are just so many potential stories, and the ambiance of that time is fantastic. (I am looking forward to seeing the look on my players faces when they see Triumph flying across the sky, though) ;)

Title: **Re: Starting Earthdawn**
Post by: **Bansidhe** on **September 16, 2011, 15:10**

Right,so its gamesmasters and revenge next month then,plus some appropriate figures,luckily im not far from Leisure games in Finchley ,north London,which have a really nice selection of figs,definitely find some there! though little un now wants a baggage snail,[she likes snails!,what can I say?!],so I may have too make one using an old shell and some milliput and accessories :D

Also im scouring the fan-sites listed for fiction and ideas etc,though scince finding out that the Barsive map is ,vaguely based on russia etc, I do have too overcome giving all the Dwarves faux-russian accents and saying things like

"In Dwarf city shops find you!" sorta comments :D

Also a big thanks for everyone who,s helped,i,ll be posting often so please chip in!

Really looking forward too doing our first actual play!:D

Title: **Re: Starting Earthdawn**
Post by: **Telarus** on **September 16, 2011, 17:50**

If you're digging the map, I've put together a hand drawn (vectored) version of the 'big' maps from 1st edition. Then, one of the other forumites (Piotrus) went and annotated most of it!

http://www.redbrick-limited.com/cms/**forum**/index.php?topic=3845.75

Title: **Re: Starting Earthdawn**
Post by: **treorai** on **September 16, 2011, 19:48**

> Quote from: Bansidhe on September 16, 2011, 15:10
>
> Also im scouring the fan-sites listed for fiction and ideas etc,though scince finding out that the Barsive map is ,vaguely based on russia etc, I do have too overcome giving all the Dwarves faux-russian accents and saying things like
>
> "In Dwarf city shops find you!" sorta comments :D

It's actually the Ukraine, just for the sake if picking nits. Here's the old map from the Theran Empire sourcebook.

http://www.tlucretius.net/**Earthdawn**/Places/theran.jpg

Title: **Re: Starting Earthdawn**
Post by: **Drucifer** on **September 17, 2011, 02:40**

> Quote from: treorai on September 16, 2011, 19:48
>
> Quote from: Bansidhe on September 16, 2011, 15:10
>
> Also im scouring the fan-sites listed for fiction and ideas etc,though scince finding out that the Barsive map is ,vaguely based on russia etc, I do have too overcome giving all the Dwarves faux-russian accents and saying things like
>
> "In Dwarf city shops find you!" sorta comments :D
>
> It's actually the Ukraine, just for the sake if picking nits. Here's the old map from the Theran Empire sourcebook.
>
> http://www.tlucretius.net/**Earthdawn**/Places/theran.jpg

Be aware that the Thera map in the link may be requested by Dammi to be removed as the Thera Map is not an open source map.

Also I have a Fanzine that you might want to look into called Tableau Infractus. There is a link to the file share site in my signature.

Title: **Re: Starting Earthdawn**
Post by: **treorai** on **September 17, 2011, 04:07**

> Quote from: Drucifer on September 17, 2011, 02:40
>
> Be aware that the Thera map in the link may be requested by Dammi to be removed as the Thera Map is not an open source map.

Well, that isn't hosted on any site affiliated with me, I just ran a Google image search and linked the first one that had what I wanted. So if Dammi wants the map removed, then the best I can do is striking the link from my prior post.

Title: **Re: Starting Earthdawn**
Post by: **Bansidhe** on **September 17, 2011, 07:46**

Thanks for the thought of the map anyway,im sure the gaffers will realise it was posted in a spirit of helpfulness.
And yeah I did find the Tabula zines,only got 8 and 9 atm though,but a nice useful resource,I dont why you didnt get any entries for the competition either!

And I didnt get one laugh for my snail or my Cyrillic Dwarves!

Also with starting a new job etc and xmas coming up[more books!],im hoping too get enough working knowledge too be able too DM this sometimes at a local club...prob be after Xmas though!

:D

Title: **Re: Starting Earthdawn**
Post by: arma on **September 17, 2011, 09:16**

Quote from: Bansidhe on September 17, 2011, 07:46

> And I didnt get one laugh for my snail or my Cyrillic Dwarves!

Actually, one of our authors uses "russian-sounding" for a guidelines
And I'm quite sure some people here would freak out over a homemade snail miniature (if I understood your intention correctly), preferably with windling attached. ;D

Title: **Re: Starting Earthdawn**
Post by: **Baht Rastard** on **September 17, 2011, 19:49**

:my2cents:

Quote from: Dale on September 14, 2011, 21:45

> On a side note, you might look at stores like Half Priced Books for some of the older (not republished by Red Brick) stuff. Of particular note I really enjoyed the Horrors (Horror Stalker discipline is awesome idea not executed well as written) & Secret Societies source books. The story behind the Cara Fahd (orc nation) book (redone by Redbrick) is awesome and someday I hope to do a full campaign with a group of all orcs. The 1st edition Companion book has a section on the Lightbearers group which is awesome (if a bit over-powerful).

The digital versions available from Drive thru RPG and RPGNow are also good options.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=7775.0. It is a snapshot of the page as it appeared on Nov 17, 2011 15:42:27 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by drucifer earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => Magical Theory => Topic started by: Drucifer on March 10, 2011, 19:41

Title: **Sweet find on the Forums**
Post by: Drucifer on **March 10, 2011, 19:41**

> Quote from: Citizen Joe on April 24, 2008, 15:56
> I had a "Crazy Old Man (tm)" tell a story about how the Ritual of the Thorns didn't actually protect the Blood Elves during the Scourge. What actually happened was when their wooden kaer was first breached, an insidious and powerful Horror got in and planted the idea of Horrors only feeding off the pain that they specifically create. It went on to develop the Ritual of the Thorns as its means to mark victims and absorb that pain through the link. The point was that other Horrors could see the thorns and recognize the mark of a more powerful Horror and thus left his cattle alone.
>
> The best part about that theory is there is no way to prove it one way or the other. Just inquiring about it would likely get you killed by blood elf assassins.

Joe I got to say I love this Idea...

Title: **Re: Sweet find on the Forums**
Post by: **Flowswithdrek** on **March 10, 2011, 20:39**

Might use that one myself

Title: **Re: Sweet find on the Forums**
Post by: **Citizen Joe** on **March 10, 2011, 21:01**

Ah yes, that is one of my favorite conspiracy theories. I don't have time to do the write up, but that would be an excellent legend/short story/shard for T.I. Typically, it is best that Crazy Old Man ends up dead or vanished the next day. So you don't know if he was just crazy or he was telling the truth or maybe it started as the truth but Alachia later enslaved the horror (which makes her even more impressive) or maybe another horror was possessing the old man or maybe the Old Man is really Elfbane the dragon getting some revenge. It is just an incredibly dangerous rumor and that is actually a quest on par with the Warden or even Master level adepts. It isn't a problem that can be solved by stabbing it.

Title: **Re: Sweet find on the Forums**
Post by: **Quorlox** on **March 10, 2011, 22:24**

> Quote from: Citizen Joe on March 10, 2011, 21:01
> Ah yes, that is one of my favorite conspiracy theories. I don't have time to do the write up, but that would be an excellent legend/short story/shard for T.I.

Great idea!

I think the information you provided is enough to tell a great story. Anything more might discourage the players and GM from developing their own direction.

Title: **Re: Sweet find on the Forums**
Post by: **Citizen Joe** on **March 11, 2011, 02:47**

Try *Mists of Betrayal* with that rumor and then have the old guy disappear into the ruins of Parlainth. You could string along that mystery from 1st circle into the warden circles...

Title: **Re: Sweet find on the Forums**
Post by: Drucifer on **March 11, 2011, 03:30**

Quote from: Citizen Joe on March 10, 2011, 21:01

> Ah yes, that is one of my favorite conspiracy theories. I don't have time to do the write up, but that would be an excellent legend/short story/shard for T.I.

Well if you ever develop the time let me know I would be interested in having it in T.I.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=4192.0. It is a snapshot of the page as it appeared on Nov 23, 2011 06:29:38 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: etherial on January 02, 2009, 07:34

Title: **Symbols**
Post by: **etherial** on **January 02, 2009, 07:34**

> Is there an extant symbol for the Force of the Eye? I'm currently writing up a game set in Kratas.

Title: **Re: Symbols**
Post by: **griton** on **January 02, 2009, 17:53**

> Probably some variation on the Amulets Garlthik uses. Check out the new Kratas: City of Thieves (http://www.**earthdawn**.com/index.php?categoryid=11&p2013_articleid=3) book.

Title: **Re: Symbols**
Post by: arma on **January 03, 2009, 15:36**

> Every member wears one of the Amulets of the Eye, an amulet shaped as a triangle, point down, with an eye in its center (see Kratas, p. 240, there's even a picture of one).

Title: **Re: Symbols**
Post by: **etherial** on **January 04, 2009, 15:28**

> OK, so nobody came up with one before K:CoT came out?

Title: **Re: Symbols**
Post by: **Dammi** on **January 04, 2009, 16:05**

> Hiya!
>
> The symbol (or rather, the amulet) was described earlier in the Secret Societies sourcebook, but there wasn't an illustration.
>
> Best,
>
> Dammi

Title: **Re: Symbols**
Post by: **DarkPaladin** on **January 04, 2009, 16:08**

> It is in FASA **Earthdawn** Book - Secret Societies of Barsaive Pg 113. Missed the post above...Info not Illustration.

Title: **Re: Symbols**
Post by: **etherial** on **January 05, 2009, 18:56**

Quote from: DarkPaladin on January 04, 2009, 16:08

> It is in FASA **Earthdawn** Book - Secret Societies of Barsaive Pg 113. Missed the post above...Info not Illustration.

Heh. I've *finally* gotten a copy of that book (well, it's in the mail). Thanks everyone for scouring your books for this tiny piece of detail for me.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=7746.0. It is a snapshot of the page as it appeared on Oct 19, 2011 14:36:34 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by drucifer earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => Magical Theory => Topic started by: Flash on March 01, 2011, 22:13

Title: **Tattooed Grimoire?**
Post by: **Flash** on **March 01, 2011, 22:13**

> Are there any rules surrounding tattooing the spells instead of putting in a grimoire? Curious if anyone has had a magician character want to try this or if you came up with any house rules surrounding the idea.

Title: **Re: Tattooed Grimoire?**
Post by: **Flash** on **March 01, 2011, 22:55**

> Now that I'm thinking about it some more, this would kinda screw up the ability to "cast from grimoire". As you'd essentially be casting raw instead right? Up side might be that you never lose your grimoire, downside that you can never use the cast from grimoire option. It would always be raw casting.

Title: **Re: Tattooed Grimoire?**
Post by: **freid** on **March 01, 2011, 23:08**

> Casting from a grimoire channel energy into the grimoire. So a spell tatoo would pass the raw magic into... the adept.
>
> Take it like Death Magic casting, but instead of using a comoner for your experiments, your using yourself... ouch. Even worst, if your captured, a caster could use the spell on you as if casting from a grimoire/death magic freely.
>
> Why would anyone do that?

Title: **Re: Tattooed Grimoire?**
Post by: **Flash** on **March 01, 2011, 23:20**

> Quote from: freid on March 01, 2011, 23:08
>
> > Casting from a grimoire channel energy into the grimoire. So a spell tatoo would pass the raw magic into... the adept.
> >
> > Take it like Death Magic casting, but instead of using a comoner for your experiments, your using yourself... ouch. Even worst, if your captured, a caster could use the spell on you as if casting from a grimoire/death magic freely.
> >
> > Why would anyone do that?
>
> I've thought about that too. If the PC were to spend the skill points to create his own "secret" language, couldn't he scribe the spells into his own code? There by the spells are "encrypted" and wouldn't be easy to learn off/from him. Obviously given enough time someone could learn them (ie they'd spend the points to learn the language - or some other form of talent/skill/defaulting).

Title: **Re: Tattooed Grimoire?**
Post by: **Citizen Joe** on **March 02, 2011, 00:19**

You don't put the tattoo on yourself, you ink it on to a pet or minion.

Title: **Re: Tattooed Grimoire?**
Post by: **Electron Dream** on **March 02, 2011, 01:30**

A grimoire of tattooed slaves adds a bit of a macabre flavor for theran magicians. The grimoire can move around by itself and work as a "power" source for blood magic rituals and death magic. Casting from a grimoire is hard on the slaves, though... and a horror mark can REALLY be nasty. There is also the problem of the slave (grimoire) running away. I have used something like this in the past...

Title: **Re: Tattooed Grimoire?**
Post by: **freid** on **March 02, 2011, 06:01**

but slave can actually clean your house, where a regular grimoire fails to do!

Title: **Re: Tattooed Grimoire?**
Post by: **treorai** on **March 02, 2011, 08:04**

> Quote from: freid on March 02, 2011, 06:01
> but slave can actually clean your house, where a regular grimoire fails to do!

Well, that's easy. Just make a Puppet Familiar and make that your grimoire. No need to hurt another Namegiver or animal, AND your grimoire can clean your house!

Come to think of it, I'd imagine that as something a Windling magician would be rather fond of...

Title: **Re: Tattooed Grimoire?**
Post by: Drucifer on **March 02, 2011, 08:51**

Well, you could go all the way, and use scarification, there is a canon reference to this method of Grimoire. It is the basis of the magic used by Ania in *Scars* (http://www.redbrick-limited.com/cms/index.php?categoryid=67&book_id=56) .

Title: **Re: Tattooed Grimoire?**
Post by: **ManDrake** on **March 02, 2011, 15:54**

You can't Grimoire cast from your own Grimoire only someone else's and only spells you don't already know. So there is no danger in tattooing your spells on your body and it's an acceptable practice with certain more primitive spell casters. The only tattooing that I can think of that would have an effect would be if you used some sort of variant of the Blood Magic Tattooing option. Basically allows you to make a Blood Tattoo that functions like a Blood Charm. If you did something like that with your spells and made them into Blood Matrices instead. That could be painful, but potentially useful. That would be 2 points of permanent damage per spell you knew and Blood Tattoos can never be gotten rid of. I wouldn't go that route personally. Regular tattooing should be relatively harmless.

Title: **Re: Tattooed Grimoire?**
Post by: **Flash** on **March 02, 2011, 16:03**

>:D

I like the way you guys think!

I was originally going to play a magician of some sort who tattooed his grimoire to himself. Thanks to the evilness of Electron Dream, I'm think I'm going to play one of the actual tattooed slaves!

So my idea is that he was one of these Theran slaves/test subjects for a tattooed grimoire. Decides he's had enough and manages to escape and is on the run. Unfortunately for him, he is now a minor pattern item for said meanie magician. So of course he is being hunted by said magician, maybe even by his House. Said slave happens to also be very smart and happened to initiate into whatever discipline the meanie happens to be (haven't decided which yet).

Bam! Built in background for my GM and future plots. ;-)

Obviously, he'll never be able to cast from a grimoire. It will always be raw for him.

Title: **Re: Tattooed Grimoire?**
Post by: **freid** on **March 02, 2011, 17:46**

Quote from: ManDrake on March 02, 2011, 15:54

> You can't Grimoire cast from your own Grimoire only someone else's and only spells you don't already know.

Not sure what edition you are playing, but ED3 you are wrong on both accounts.

Not only can you cast from YOUR grimoire, but you can cast from any grimoire and any spell written in it.

The only limitation is the spell sphere. If you are a nethermancer, you can't cast wizard spell from a Grimoire.

I would still recommend some study in this field. Could a magician use the grimoire as a recipe to cook a nice spell, even if not from the same sphere? It would be theoretically possible.

Title: **Re: Tattooed Grimoire?**
Post by: **Electron Dream** on **March 02, 2011, 18:24**

Hey, no problems. The whole point of using the tattooed slaves was to drag the adepts into an adventure. Makes it personal when slavers take people from the adepts village to be "personal attendants" for a wizard. Especially when the magican is known to produce enchanted parchment scrolls and maps using a curious material...

Title: **Re: Tattooed Grimoire?**
Post by: Drucifer on **March 02, 2011, 18:42**

Quote from: Electron Dream on March 02, 2011, 18:24

> Hey, no problems. The whole point of using the tattooed slaves was to drag the adepts into an adventure. Makes it personal when slavers take people from the adepts village to be "personal attendants" for a wizard. Especially when the magican is known to produce enchanted parchment scrolls and maps using a curious material...

I like where you are going with this adventure.

Title: **Re: Tattooed Grimoire?**
Post by: Drucifer on **March 02, 2011, 18:49**

Quote from: freid on March 02, 2011, 17:46

> I would still recommend some study in this field. Could a magician use the grimoire as a recipe to cook a nice spell, even if not from the same sphere? It would be theoretically possible.

Yes, any caster can do this.

Player's Guide pg 131
"Magicians also use their grimoires to record other information,
such as spell research and runic carvings for later study. As
magicians advance to higher Circles, they learn methods for incorporating
various effects into new spells they design. All of this
information is recorded in their grimoire."

Title: **Re: Tattooed Grimoire?**
Post by: **freid** on **March 02, 2011, 19:18**

Love your open-mind!

Title: **Re: Tattooed Grimoire?**
Post by: **ED_Chronicler** on **March 02, 2011, 21:51**

Quote from: Flash on March 02, 2011, 16:03

>:D

I like the way you guys think!

I was originally going to play a magician of some sort who tattooed his grimoire to himself. Thanks to the evilness of Electron Dream, I'm think I'm going to play one of the actual tattooed slaves!

So my idea is that he was one of these Theran slaves/test subjects for a tattooed grimoire. Decides he's had enough and manages to escape and is on the run. Unfortunately for him, he is now a minor pattern item for said meanie magician. So of course he is being hunted by said magician, maybe even by his House. Said slave happens to also be very smart and happened to initiate into whatever discipline the meanie happens to be (haven't decided which yet).

Bam! Built in background for my GM and future plots. ;-)

Obviously, he'll never be able to cast from a grimoire. It will always be raw for him.

I love the overall idea. Tattooed Grimiore, excellent. And all the "arcane issues" of grimoire casting using said Grimoire.

My added 2 cents: I always considered my Wizard's spellbook to be a kind of Encyclopedia on his life's Arcane Knowledge, so my Wizard always had his Journal and his Traveling Spellbook (after I figured his full tome was too large to practically carry with him, which had everything including a full Thesis on the Enchanting Properties of Known Materials - but no I never actually wrote that up, just the title.) So as is pointed out in the post I quote below:

Quote from: Drucifer on March 02, 2011, 18:49

Quote from: freid on March 02, 2011, 17:46

I would still recommend some study in this field. Could a magician use the grimoire as a recipe to cook a nice spell, even if not from the same sphere? It would be theoretically possible.

Yes, any caster can do this.

Player's Guide pg 131
"Magicians also use their grimoires to record other information,
such as spell research and runic carvings for later study. As
magicians advance to higher Circles, they learn methods for incorporating
various effects into new spells they design. All of this
information is recorded in their grimoire."

My main issue with your idea:

A Namegiver being a minor pattern item when he himself is a True Pattern is where I struggle with your idea. As all Namegivers should be True Patterns of and for themselves. The one exception to this is *The Nameless Lad* from Legends of **Earthdawn** Volume I page 44. I would be very-careful with making your character a pattern item is that in

being a pattern item it implies that he can't say, be an Adept.

And while there are examples of something living being a pattern item for someone, such as Familiars, if you examine the rules for Familiars and Beastmaster Pets and Calvaryman Mounts, they are all, non-Namegiver animals or spirits.

I don't see that part of your idea working under general Pattern Item theory.

Title: **Re: Tattooed Grimoire?**
Post by: **Electron Dream** on **March 02, 2011, 23:36**

If a name-giver is tattooed, then this might be a case where the grimoire is not a pattern item for the magician. Maybe the pattern of the name-giver overrides the formation of a new minor pattern item.

Title: **Re: Tattooed Grimoire?**
Post by: **Telarus** on **March 03, 2011, 01:13**

"The Wizard, he says th' Tattoo Ink is the pattern item. Sucks that it's injected directly into your skin, eh? Want to get rid of it, yah? Aye, I know a good Churgeon, but it's gonnae cost yah. No garuntee the skin's gonna grow back all even like that, now, y'understand? Yes, even with the healing potions."

-Meghean Blackthorn, Ork Questor of Garlen, Kratas Emergency Corps

Title: **Re: Tattooed Grimoire?**
Post by: **ED_Chronicler** on **March 03, 2011, 18:42**

Okay, then here's a question for that idea:

If contact/exposure/connection with said "ink" for said "tattoo" is part of what determines the Pattern Item occurrence, then who's Pattern Item would the ink really be, the person who "wears said tattoo" or the "person who uses it", one never loses contact.

I would be of mind to say said "ink" would be a Pattern Item of the Tattoo wearer over anyone else, and to expand on the idea a bit, The Magician who uses said Grimoire and/or whoever actually does the Tattooing (if it wasn't the Magician) would be most likely just a Key Knowledge type connection vs being the pattern with the strongest connection to it.

Title: **Re: Tattooed Grimoire?**
Post by: **Telarus** on **March 04, 2011, 00:30**

This is similar to the "Garlthik's Eye" situation, I think. And thus, very confusing.

Title: **Re: Tattooed Grimoire?**
Post by: **Khelar** on **March 10, 2011, 10:44**

Regarding tattooed grimoires, I stipulate to my magician players that their grimoire must be something that could conceivably be lost or taken away from them. That seems to be the mechanical reason for having grimoires in the game.

That said, I do have a character whose grimoire is a tattoo; however, he requires another item in order to *read* it. This allows him to have the character idea he wants without affecting the intended mechanics.

Title: **Re: Tattooed Grimoire?**
Post by: **etherial** on **March 14, 2011, 06:22**

Quote from: Khelar on March 10, 2011, 10:44

> Regarding tattooed grimoires, I stipulate to my magician players that their grimoire must be something that could conceivably be lost or taken away from them. That seems to be the mechanical reason for having grimoires in the game.

I once played a Servant of Vestrivan who passed her graduation exam by burning her boyfriend's Grimoire and then crushing his windpipe beneath her boot. So she totally had her spell patterns tattooed onto her body for safe-keeping. Though one particularly nasty hit destroyed one and she had to redo it.

Title: **Re: Tattooed Grimoire?**
Post by: **Flash** on **March 15, 2011, 01:30**

Quote from: etherial on March 14, 2011, 06:22

> Quote from: Khelar on March 10, 2011, 10:44
>
> > Regarding tattooed grimoires, I stipulate to my magician players that their grimoire must be something that could conceivably be lost or taken away from them. That seems to be the mechanical reason for having grimoires in the game.
>
> I once played a Servant of Vestrivan who passed her graduation exam by burning her boyfriend's Grimoire and then crushing his windpipe beneath her boot. So she totally had her spell patterns tattooed onto her body for safe-keeping. Though one particularly nasty hit destroyed one and she had to redo it.

Yes, myself and my GM decided that anytime the PC took a wound there was a chance that it could mess up on of the tattoos.

Title: **Re: Tattooed Grimoire?**
Post by: **rasmusnicolaj** on **March 16, 2011, 10:27**

I have allowed my Troll elementalist to tattoo his grimoire on his body. He uses symbology to express his understanding for magic whitch gives him a nice tribal look.
We are playing 1st/2nd edition so the issue about casting from a grimoire has never come up in our game.

Regards
Rasmus

Title: **Re: Tattooed Grimoire?**
Post by: **The_Gun_Nut** on **March 16, 2011, 12:17**

The option exists in both of those editions, and it is still nasty.

Title: **Re: Tattooed Grimoire?**
Post by: **rasmusnicolaj** on **March 17, 2011, 11:05**

Quote from: The_Gun_Nut on March 16, 2011, 12:17

> The option exists in both of those editions, and it is still nasty.

Yes but it has never been relevant in any of the groups I have played in. I can't remember anybody using grimoire casting or raw magic ever.
Maybe my players are just to scared of the big bad horror and the possibility of getting a horror mark.
Hey wait a minute. Players can't be to afraid of horrors >:D

Rasmus

Title: **Re: Tattooed Grimoire?**
Post by: Drucifer on **March 17, 2011, 16:30**

Casting with a grimoire is a last ditch issue. If a magician fails their re-attunement roll ALL of their Spell Matrices are blanked leaving only Matrix objects. If those objects are

destroyed then that leaves either Raw casting or grimoire casting.

Back in 1st Edition the Book of Magic on pg 43 was very clear that once a character inscribed a spell in their grimoire they could not cast it from that source. Luckily that has been changed.

Title: **Re: Tattooed Grimoire?**
Post by: **Khelar** on **March 17, 2011, 19:45**

One of my players has tried casting from a grimoire. He didn't have the spell he wanted attuned, and didn't want to risk reattuning. I think he failed his grimoire casting, though...the process is kinda difficult. I didn't impose any sort of weird penalty, it didn't really occur to me.

One way I've thought of to at least encourage players to *try* casting from a grimoire is to let them find a grimoire that has higher-Circle spells than they can put in their spell matrices. Then let them run into a situation where the high-Circle spell would give them a quick, easy solution. (But never the ONLY solution, of course.)

But yes, in general players won't do anything that gives them penalties if they can avoid it.

Title: **Re: Tattooed Grimoire?**
Post by: **Telarus** on **March 18, 2011, 02:43**

I'd also like to see Grimoire casting more prevalent as a thematic and tactical choice. I was playing around with Scroll rules a while back (Eberron for example had some interesting variants of Scrolls, i.e. 'one-time-spells', like painted tiles you'd break to activate, or runestones that would burn up when their Name was chanted, or alchemical devices). I think I'll have another look at that along with the Wizard's 'Book Mage' ability.

Title: **Re: Tattooed Grimoire?**
Post by: **Calvin** on **September 09, 2011, 11:44**

How much actual information are we talking about? How many pages does it take to describe a spell? If we are talking about tatooing the equivalent of a book on your skin...

Title: **Re: Tattooed Grimoire?**
Post by: **arma** on **September 10, 2011, 14:57**

You can describe spells in different fashions, as long as what you got appropriately represents the spell. There's suggestions that you can describe a spell on the surface of a pearl or pebble...
It can be a 10-page step-by-step instruction of how to cast it, or it can be a diagram or representation of how the pattern looks like on the space of your fingernail...

Title: **Re: Tattooed Grimoire?**
Post by: **Telarus** on **September 10, 2011, 20:13**

Hahaha. That's why Read/Write Magic is a **Talent**. :thumbsup:

Title: **Re: Tattooed Grimoire?**
Post by: **sirserafin** on **September 11, 2011, 08:15**

Quote from: Telarus on September 10, 2011, 20:13

> Hahaha. That's why Read/Write Magic is a **Talent**. :thumbsup:

Not really as we have skill too.

Writing bases on symbols and understanding them. Single letter with no ornaments has just few bits of information (or one) and we need many of them to create words and sentences. More complicated diagrams could be full of meanings and that's why spell can be writed in relative small space (well, words are good too... in the end it's not about methods but what you want to describe). Because of differences in understanding symbols in specific groups writing of spells can differ and can be writed in many ways as long it's not someone's personal language and someone else with proper skill/talent can read this (you need kind of encrypting skill to protect things from the others).

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=8372.0. It is a snapshot of the page as it appeared on Nov 30, 2011 23:28:31 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: galafrone on November 05, 2011, 23:00

Title: **the 28 major houses of throal**
Post by: **galafrone** on **November 05, 2011, 23:00**

are they all "named" in books ?
i have found the 5 "disgraced" and other 11 named (chaozun, garsun, ludi, mikul, pa'vas, ueraven, byril'ah, elcomi, neumani, sarafica, ylwaz)

the 5 disgraced are still counted in the 28 ?
or they are outside that count ?

there is a place where i can find the rest of the house names ?

also in the kratas supplement the chaozun is called chaozon and the ylwaz is called ylwuz.
I assume the right names as the one in the throal book, right ?

thanks and sorry for the "weird" question

Title: **Re: the 28 major houses of throal**
Post by: **galafrone** on **November 06, 2011, 14:44**

found a paragraph in the fasa 1ed trhoal sourcebook where it says that the "named" houses are the one that are "fleshed out" by the authors, while the rest can be "invented" by the gm/players for convenient use.

i am still looking for eventual other house names in all the stuff, but it's entirely possible that there arent.

still remains to be seen if the 5 disgraced houses are counted in the 28 major or not (i am inclined to say no, because of the use of the present in both the editions "there are 28").

and if the royal house is counted aswell as one of the major houses (i am inclined to say no again, since is the royal house and not one of the major houses, but the second is implicit for the royal house, so it can also be a yes..)

Title: **Re: the 28 major houses of throal**
Post by: arma on **November 06, 2011, 16:16**

I don't think the 5 are counted in the 28, because they were declared non-existent.
Likewise, the royal family shouldn't be counted as a house, the houses are defined as those who may send courtiers, and why would the royal house have to (plus, if it were, their courtier would be described)?

There's also:
House Moberl, which is probably a major house, prominent members are Neden's mother Dollas, and the baroness of Hustane.

Dollas is at court, so maybe she is house Moberl's courtier (but this would be a bad move for the house) or maybe she is the Avalus representative (which would be an unnecessary appointment, and maybe she is not even legible due to being married into the house). See above though.

Apart from that, there may be other Houses named, but I don't think any was defined as Major.

Also: it's not a science... ;D

Title: **Re: the 28 major houses of throal**
Post by: **galafrone** on **November 06, 2011, 16:43**

thanks arma
yes, i agree with you that isnt a science, but i have the bad habit to follow the canon to the stick, so before starting to dish out names of families to my groups i wanted to be pretty sure that i was doing the right thing
:)

also: canon is a must !!!

and inside the canon there is my fantasy :)

Title: **Re: the 28 major houses of throal**
Post by: **Telarus** on **November 06, 2011, 17:01**

From my notes, you've found all the Named ones, except the 2 non-dwarven houses, the Dream Spire Company, and the Circle Path Company.

Title: **Re: the 28 major houses of throal**
Post by: **piotrus** on **November 06, 2011, 17:29**

Stuff like that is why we really need a wiki for **Earthdawn**.

We could create one at Wikia, or consider joining the Shadowrun one that was recently relaunched there (after merging of old 6WW wiki into a SR wiki) at http://shadowrun.wikia.com/wiki/Main_Page (note that it has a small **Earthdawn** category: http://shadowrun.wikia.com/wiki/Category:**Earthdawn**)

If anybody likes the idea, we should probably start a separate discussion thread on that.

Title: **Re: the 28 major houses of throal**
Post by: arma on **November 06, 2011, 18:50**

Quote from: Telarus on November 06, 2011, 17:01

> From my notes, you've found all the Named ones, except the 2 non-dwarven houses, the Dream Spire Company, and the Circle Path Company.

There's a "separate count" for these, they're not included in the 28, and not called "Houses" but "Companies" officially.
Court representation is based on tradition, not tied to economic power (though economic power may make what your voice is worth), so the Companies are not included in the 28 IIRC.

Title: **Re: the 28 major houses of throal**
Post by: **Citizen Joe** on **November 15, 2011, 12:21**

> I'm guessing that they won't all be officially named so that individual GMs can come up with their own.

Title: **Re: the 28 major houses of throal**
Post by: **galafrone** on **November 15, 2011, 15:05**

> yeah, that's the answer.
> but i wanted to understand that the "already named ones" were the ones i found or there were others i missed in bits of other stuff.
> ED has a ton of materials :)

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=7890.0. It is a snapshot of the page as it appeared on Oct 31, 2011 10:12:09 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by dammi earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Players => Topic started by: Flagg on April 24, 2011, 15:46

Title: **The Earthdawn Compendium**
Post by: **Flagg** on **April 24, 2011, 15:46**

Hello All,

My new **Earthdawn** site, the **Earthdawn** Compendium is now officially open for business.

It's an online database where players can submit their fan-made Disciplines, Talents, Knacks, etc, view and rate others' submissions, and discuss them on the forums.

Right now what the site really needs is content! If you've created your own homebrew **Earthdawn** material that you'd like to share with the rest of the community, please sign up for an account and start submitting your stuff!

Thanks,

Flagg

www.earthdawncompendium.com (http://www.earthdawncompendium.com)

Title: **Re: The Earthdawn Compendium**
Post by: Dammi on **April 24, 2011, 18:30**

Hiya!

Nice work, that seems to be a good basis. My first suggestion would be to add page number references to the descriptions (instead of "see **Earthdawn** Players Guide", it s/be "see **Earthdawn** Players Guide, p. XX").

Keep up the good work!

Best,

Dammi

Title: **Re: The Earthdawn Compendium**
Post by: **Flagg** on **April 30, 2011, 00:18**

Question: I don't have the Cathay books *yet*. Do the rules presented there alter the traditional structure of Disciplines and Talents in such a way that I'll need to make special accommodations for them?

Title: **Re: The Earthdawn Compendium**
Post by: **Telarus** on **April 30, 2011, 07:17**

From my experience trying to code up a Discipline info database for MapTool, the only one that deviates to an extreme is the Monk.

Title: **Re: The Earthdawn Compendium**
Post by: **Flagg** on **April 30, 2011, 12:31**

How so?

Title: **Re: The Earthdawn Compendium**
Post by: **The_Gun_Nut** on **April 30, 2011, 13:56**

The Monk's talent trees are different. VERY different. They have access to a variety of fighting styles; represented by different groups of talents. At the Master Circles, they can get access to draconic powers, but ONLY if they fulfill certain requirements (i.e. taking talents from each of the various fighting styles).

In addition, the Monk is the only Discipline which has access to Durability at First Circle.

Title: **Re: The Earthdawn Compendium**
Post by: **Flagg** on **May 01, 2011, 00:25**

Are they not structured in an Initiate->Novice-Journeyman->Warden progression with talent options and discipline talents? Circles?

Title: **Re: The Earthdawn Compendium**
Post by: **The_Gun_Nut** on **May 01, 2011, 04:21**

They have the Initiate-Novice-Journeyman-Warden-Master structure, but each tier doesn't have the normal talent option progression. Instead, Initiate begins with options called "Exercises," which can be chosen from any time during the Monk's progression. Novice unlocks "Techniques" which are associated with different animal styles of fighting. These are large groups of talent options, but there is no grouping of options at Journeyman. Instead, any of the options from Exercises or Techniques can be selected.

At the Warden tier, "Masteries" become available, again based around different animal styles of fighting.

Finally, at the Master tier, there are "Excellencies," which are actually draconic powers/talents that are now available to the Monk. However, unless the adept has chosen at least one talent option from each of the animal Techniques and Masteries, the Monk does not have access to these abilities.

Title: **Re: The Earthdawn Compendium**
Post by: **Flagg** on **May 01, 2011, 04:25**

Got it (sort of, I'll have to read the books). Thanks :)

Title: **Re: The Earthdawn Compendium**
Post by: **Flagg** on **May 08, 2011, 18:24**

The site now supports Spells!

Does anyone have some they'd like to submit?

Title: **Re: The Earthdawn Compendium**
Post by: **Flagg** on **May 16, 2011, 00:19**

Thread Items! Come post 'em!

Title: **Re: The Earthdawn Compendium**
Post by: **Flagg** on **May 16, 2011, 01:51**

... and because I was feeling ambitious tonight:

Creature, Dragon, Horror, and Spirit powers are now submittable!

Title: **Re: The Earthdawn Compendium**
Post by: **Joker** on **May 16, 2011, 13:25**

dont want to dampen your enthusiasm, but some parts of the website dont work :'(

Couldn't render template "file error - threaditems/index.tt: not found" for example

Title: **Re: The Earthdawn Compendium**
Post by: **Flagg** on **May 16, 2011, 15:37**

Can you paste the link to that error message?

Title: **Re: The Earthdawn Compendium**
Post by: **Joker** on **May 16, 2011, 16:07**

It was the link to the threaditems, but now the error disappeared. I can only assume, that you're working on that at the moment?

Title: **Re: The Earthdawn Compendium**
Post by: **Flagg** on **May 16, 2011, 16:53**

I made a change based on a guess. I suppose I guessed right ;)

Any other issues?

Title: **Re: The Earthdawn Compendium**
Post by: **Joker** on **May 16, 2011, 17:38**

tested it a bit, looks good ;)

Title: **Re: The Earthdawn Compendium**
Post by: **Flagg** on **May 16, 2011, 17:51**

Thanks for submitting!

Title: **Re: The Earthdawn Compendium**
Post by: **Flagg** on **May 20, 2011, 01:02**

I've entered in the Shaman and the Sorcerer so you can now submit spells to their lists.

Title: **Re: The Earthdawn Compendium**
Post by: **Flagg** on **June 05, 2011, 23:59**

The site now supports House Rules, Adventures, Fiction, and all other types of writings.

Check it out!

http://www.earthdawncompendium.com/ (http://www.earthdawncompendium.com/)

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=4574.0. It is a snapshot of the page as it appeared on Nov 23, 2011 19:12:53 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn forum** Text-only version

RedBrick LLC Forums

Earthdawn => For Players => Topic started by: abandag on June 28, 2009, 04:08

Title: **The Earthdawn You**
Post by: **abandag** on **June 28, 2009, 04:08**

Just something fun to think about/discuss as we wait for the release of ED3:

What **Earthdawn** race (non-human preferably) and discipline are most like you and why? This is not asking what your favorite race or discipline is. There are other threads for that. This is more like if you suddenly found yourself in Barsaive, what race and discipline would you be, based on your personality and "world view."

As I was thinking about how to answer for myself, I found it was much easier to answer discipline than race and it's a lot easier to answer this question about other people than myself. My older brother? Easy, a Nethermancer (He's into "scary" stuff) probably t'skrang (not flamboyant, but he has a definite humorous dramatic side with a "dark" twist, reinforcing Nethermancer). My younger brother? Troll Troubadour (Has a pride thing that reminds me strongly of trolls. He's also very charismatic and a great singer, so Troubadour is a perfect fit.

So for myself I though how would they answer about me. They would probably call me an Elf Wizard. I am quiet and reserved usually and some mistake this for haughtiness (which I seem to remember being said of elves) and they both think of me as book smart and logical so Wizard makes perfect sense. This seems about right but I also see myself as a Scout type.

How about you?

Title: **Re: The Earthdawn You**
Post by: **PenAgain** on **June 28, 2009, 04:17**

I'm going to regret everything I say in this post later...

... I'm a Windling. I want to be something else. Anything else. But I'm a Windling. I'm excitable and noisy and passionate and (sic) flighty. I'd be an Ork but I don't have the temper, or a T'skrang but I'd say I'm more energetic (hyper?) than I am flamboyant, although I have some family members who might disagree with that...

But man, if I had me to do over again, I'd totally be an Obsidiman. I'd love to be more of a stable, dependable, considered person. I think I can be all of those things... but never more than one of them at the same time :-)

As for Discipline... I'm not cool enough to see myself as a magic user. I think I would have to be the first ever Windling Traveled Scholar. Otherwise I'd be in the Sage family, walking the line between Troubador and Wizard.

Title: **Re: The Earthdawn You**
Post by: **ED_Chronicler** on **June 28, 2009, 04:56**

Elf Wizard or Vorst Journeyman

Basically rough choice of these two.

Title: **Re: The Earthdawn You**
Post by: **werefrog** on **June 28, 2009, 05:00**

The Werefrog would be a Blood Elf of the discipline Nethermancer or Wizard.

Blood Elf because they are less emotional. Likewise, they are accustomed to pain.

Nethermancer for the way they are almost completely alone.

Wizard because they are always seeking new knowledge.

Title: **Re: The Earthdawn You**
Post by: **DarkPaladin** on **June 28, 2009, 05:39**

Human Wizard...can't picture myself any other race and way too big of a geek to not be a wizard....

Title: **Re: The Earthdawn You**
Post by: **Raven Bloodeyes** on **June 28, 2009, 06:41**

Hrm... probably an Ork Staffmaster... (aka "Sword"master)

I'm passionate and have a temper, but "fight" and work with a lot of finesse. I see the Staff as less brutal though, which also fits as my favorite weapon to use in real life (though swords have more "cool" appeal to them, I like bos better in use). I also am charismatic and can be too arrogant or "show-boat-ie" at times... that'd be my Gahad-UT reaction.... ;)

This strikes me as a rather interesting personality test.... anyone want to adapt it to Myers-Briggs rankings... there's 16 of those to match 15 Disciplines, although race would be harder there... hrm.... ;)

Title: **Re: The Earthdawn You**
Post by: **Kasbak** on **June 28, 2009, 07:23**

I would likely be an elf. Not necessarily for any elven traits that I abound with, but that I don't really fit any other race. Maybe Obsidiman, but I'm not quiet or slow enough in my thinking for that. And I do have a gahad for when things get in my way (I hate being slowed down by other people), but nothing else about me really says Ork.

As for Discipline, I can quite easily say Wizard. I'm a nerd and proud of it, and that thirst for knowledge suits me perfectly (which is also part of why it's my favorite).

Title: **Re: The Earthdawn You**
Post by: **Dammi** on **June 28, 2009, 08:14**

Dwarf Wizard and Questor of Dis. ;D

Title: **Re: The Earthdawn You**
Post by: **Crusufix** on **June 28, 2009, 08:48**

Maybe turn this into a poll?

For the race I'd be I'm thinking Dwarf. I tend to be stable, level headed and comfortable in my ways (i.e. stubborn). I will accept change, though only after studying it for a long while, then slowly integrating it in. I'm a very tactile person and prefer art that you can touch and feel. I prefer my home to any other place and I make it as comfortable as possible, sacrificing aesthetics for functionality (which right pisses off my wife at times).

I've thought real hard about the Discipline I'd be and coincidentally enough I think it'd be the Traveled Scholar. My outlook on life is pretty simple. Knowledge is freedom. The more you know the more options you have. I'm pretty passive, though I've studied Fu Hok Hung Gar Kung Fu, simply because it intrigued me. When a question comes up about a particular topic I tend to delve into researching that topic in depth before putting a word in. I completely agree with the adage that first hand experience is best, thus I try to do anything that peeks my curiosity, which has led me on some very interesting adventures in itself. I prefer to listen rather than argue.

Yeah, thus I think I'd be a Dwarven Traveled Scholar.

Title: **Re: The Earthdawn You**
Post by: **Ridcully** on **June 28, 2009, 10:30**

Hm, a lot of my colleagues already around here.
Dwarf Traveled Scholar. I can totally imagine getting myself in line for the succession of Merrox. >:D

Regards
Ben
:coffee:

[EDIT]: Just talked to my wife. Guess I wouldn't be married to her in **Earthdawn**:
Windling Troubadour. :escape:

Title: **Re: The Earthdawn You**
Post by: **Dragonbreath** on **June 28, 2009, 15:18**

Funny. We had talked about the same idea a few weeks ago in my group.

I am an Obsidiman: Large, slow, mostly calm and sometimes a little strange.
I guess, my discipline would be a troubadour, that is specialized in writing and research instead of music.

Title: **Re: The Earthdawn You**
Post by: **Ukhata** on **June 28, 2009, 15:21**

i would be most likely...
an orc..
i have a strong gahad in myself which has to do with being ridiculed or ignored...

as for discipline?
erm...
hard one for me really...
im not really an adventuring type, i like my easy going steady life as it is...
so probably a wizard of some sort. but then the more book knowledge guy. alchemy, potions, research and such.

Title: **Re: The Earthdawn You**
Post by: **ManDrake** on **June 28, 2009, 17:06**

Definitely Vorst, I don't really feel any particular connection to the non-human races. Sorry about that, it's not a lack of imagination, just my personality type. Versatility is my literal my strong suit and I tend to demonstrate the Vorst personality traits in the ruthless application of knowledge to solve "problems", whatever or whoever they may be.

As for a discipline, I'm a multi-discipline type, back to the entire Versatility notion, some sort of Warrior, Wizard, Weaponsmith type. I tend to think big, and build bigger. And anyone that themselves an obstacle tends to get removed rather than the sort of happy coexistence route.

Title: **Re: The Earthdawn You**
Post by: **Enkidi Li Halan** on **June 28, 2009, 18:29**

Hmm. Sculptor Songsmith. Elf or Human. Definetly a Questor.

Title: **Re: The Earthdawn You**
Post by: **abandag** on **June 29, 2009, 03:22**

Interesting to see how many of us have picked Wizard or Traveled Scholar. But it's not all that surprising considering we all have at least one thing in common: **Earthdawn** (or RPGs in general.)

Quote from: Ukhata on June 28, 2009, 15:21

> i would be most likely...
> an orc..
> i have a strong gahad in myself which has to do with being ridiculed or ignored...

I was just going to ignore your post, but decided to ridicule you instead. :P

Title: **Re: The Earthdawn You**
Post by: **Baht Rastard** on **June 29, 2009, 04:10**

I would most likely be an Obsidiman. I'm a big guy and I like to think things through before deciding on a course of action, and I'm generally not in a big hurry to get there. As for discipline, Warrior. I am a student of warfare and of the martial mindset. There are few problems that cannot be solved with the proper amount of force applied at the proper place and time.

Title: **Re: The Earthdawn You**
Post by: **etherial** on **June 29, 2009, 04:48**

I'd probably be a T'Skrang Troubadour.

Title: **Re: The Earthdawn You**
Post by: **Chameleon** on **June 29, 2009, 05:08**

Human (exciting, I know ;D) Scout.

Human mainly because I can see parts of myself in so many of the races, so human sort of encompasses them all...

Scout because I have this knack for never being uncomfortable in even unfamiliar places. I tend to take on aspects of cultures I spend any time in, but can change quickly...

Title: **Re: The Earthdawn You**
Post by: **abandag** on **June 29, 2009, 05:22**

> Quote from: Chameleon on June 29, 2009, 05:08
> Human (exciting, I know ;D) Scout.
>
> Human mainly because I can see parts of myself in so many of the races, so human sort of encompasses them all...
>
> Scout because I have this knack for never being uncomfortable in even unfamiliar places. I tend to take on aspects of cultures I spend any time in, but can change quickly...

Yeah, I see a lot of myself in several of the races too. I use teasing as a sign of affection kind of like Windlings, I can have the gahad-like reaction of orks to certain stimuli, and I have traits similar to dwarfs and obsidiman as well. I wanted to find the non-human one I am most like, though, so that had to be elf.

I'm also Scout-like. I like to try to blend in when in a new situation and be indistinguishable from the locals. (Of course, this would be harder if I went to a foreign country like China where I would obviously not fit in.) I remember going to Seattle shortly after I read the FASA Adepts Way book and trying to act like I wasn't from Indiana, like I belonged there. I'm such a dork. :D

Title: **Re: The Earthdawn You**
Post by: **Ukhata** on **June 29, 2009, 10:52**

> Quote from: abandag on June 29, 2009, 03:22
> Interesting to see how many of us have picked Wizard or Traveled Scholar. But it's not all that surprising considering we all have at least one thing in common: **Earthdawn** (or RPGs in general.)
>
> Quote from: Ukhata on June 28, 2009, 15:21
> i would be most likely...
> an orc..
> i have a strong gahad in myself which has to do with being ridiculed or ignored...
>
> I was just going to ignore your post, but decided to ridicule you instead. :P

>:(>:(>:(>:(>:(>:(
starts to froth at the mounth while the eyes get a blank look.
you see Ukhata grabbing a weapon from somewhere as he prepares to charge.

y/k
;) :D :nag:

Title: **Re: The Earthdawn You**
Post by: **Jaege** on **June 29, 2009, 16:44**

A dwarf, because I am logical, and rational with a pretty even keel. Definitely a questor of Upandal, because I am constantly repairing or building something, both professionally and privately. I love to work with tools and nothing is more satisfying than finishing a project.

Title: **Re: The Earthdawn You**
Post by: **Ryval** on **June 29, 2009, 17:38**

> Quote from: Crusufix on June 28, 2009, 08:48
> For the race I'd be I'm thinking Dwarf. I tend to be stable, level headed and comfortable in my ways (i.e. stubborn). I will accept change, though only after studying it for a long while, then slowly integrating it in. I'm a very tactile person and prefer art that you can touch and feel. I prefer my home to any other place and I make it as comfortable as possible, sacrificing aesthetics for functionality (which right pisses off my wife at times).
> Yeah, thus I think I'd be a Dwarven Traveled Scholar.

Crusufix before you explained this I guess I thought I would be an obsidiman as I generally feel like an outsider looking in on everyone else and not "getting" it. But after

your explanation for yourself I would have to change my mind. I would be a dwarf for exactly the same reasons you mentioned.

Yep, Dwarf Archer.

I see the target ahead of me and need to plan the steps to achieve a goal. Usually this is done in my job as well (forecasting call volume).

This question has been a mainstay in my circle of friends. My wife is an elf. She's more particular in her expectations of everyone around her. So, yes, she thinks she has an aire or superiority. My Brother is an Obsidiman. He's more of an outsider than me.

But the reason this came up is we have a friend who is, no doubt, an ork. Bodily gasses appear from everywhere at any time, he has no volume control so everything spoken and laughed goes to eleven ;). He revels in all things bursting with the affirmation of a short life (X-games, extreme sports, etc.) He even has a desire to be wounded by gunfiire just to know what it feels like. He wants to experience as much as he can. He definitely eats with two hands and feigns utensils as much as possible. We have called him an ork for years on end. Ever since he started playing. He even tried to play an obsidiman and a windling. But when he found Orks he just assumed someone had written all of that race for him.

Title: **Re: The Earthdawn You**
Post by: arma on **June 29, 2009, 18:14**

Quote from: Raven Bloodeyes on June 28, 2009, 06:41

> This strikes me as a rather interesting personality test.... anyone want to adapt it to Myers-Briggs rankings... there's 16 of those to match 15 Disciplines, although race would be harder there... hrm.... ;)

I couldn't let that one pass...
Of course, it cannot ever really work as some of the types are "more ordinary" than others, and adepts are not ordinary people... but if you focus on certain aspects of the types and leave out or adapt how they are based on society and technology...

Well, it's an experiment...
I worked via the Kersey detour.

Anyone interested, take this Test:
http://www.humanmetrics.com/cgi-win/JTypes2.asp
(non-native speakers be careful, it contains a handful questions that could have been worded better. They're undoubtedly available in other languages - search for an MBTI test, if you find one, it should have some 70-ish questions, not be some quicktest, and result in a four-letter result)

You'll end up with a four-letter result (but not four-letter word ;D). Compare it to the list below.
It's not entirely accurate, in some cases it is "this could have fit, but is already taken"...

ENFJ : Scout
ENFP: Troubadour
ENTJ: Archer
ENTP: Illusionist
ESFJ: Cavalryman
ESFP: Swordmaster
ESTJ: Elementalist
ESTP: Thief
INTJ: Nethermancer
INFJ: Weaponsmith
INFP: Air Sailor

INTP: Wizard
ISFJ: Beastmaster
ISFP: Scout
ISTJ: Sky Raider
ISTP: Warrior

Be careful about posting your results, you are revealing personal information about yourself. Consider researching MBTI befiore posting.
It's usually nothing harmful, and you're telling almost as much by posting any favorite fictional element, but you have been warned.

Title: **Re: The Earthdawn You**
Post by: **PenAgain** on **June 29, 2009, 18:24**

This tells me I'm a Scout. Hrmmm. Not what I would have picked... but it's not an awful match.

Thanks for doing the work on this, Arma!

Title: **Re: The Earthdawn You**
Post by: **Raven Bloodeyes** on **June 29, 2009, 18:50**

LOL!!!!

Thanks arma!

Haha.... according to that I'm midway between a Scout and a Troubadour... maybe I'm multi-Disciplined! YAR!

Hrm... maybe we could use the favorite element trick for the race!!!

Fire - Ork
Earth -
(rock) Obsidiman
(cave) Dwarf
(mountain/crystal) Troll
Air - Windling
Water - T'skrang
Wood - Elf
A little of Everything - Human

I doesn't quite work for dwarfs and trolls though... they were kinda shoe-horned in... any other ideas?!?

Title: **Re: The Earthdawn You**
Post by: arma on **June 29, 2009, 18:57**

You can be midway in MBTI? ???

The ENFJ Scout then, I guess. ;D

Title: **Re: The Earthdawn You**
Post by: **PenAgain** on **June 29, 2009, 19:00**

Why are we all scouts!?!?! This makes for a TERRIBLE party!

GM writes adventure that includes 1 short combat and 300 tracking tests

:snoring: :snoring: :snoring:

Title: **Re: The Earthdawn You**
Post by: arma on **June 29, 2009, 19:10**

There's only two of you so far...

According to statistics, most people would be Beastmasters and Cavalrymen, btw (25% together). That's both personality types I wouldn't expect to be appearing in the same quantitiy in roleplayers, though, because roleplayers are "less conventional".

Title: **Re: The Earthdawn You**
Post by: **Raven Bloodeyes** on **June 29, 2009, 19:15**

In Meyers-Briggs you usually get scores for your tendency towards each of the two extremes, E/I, N/S, F/T, J/P and all... my scores for the tendency between J and P have shifted back and forth every time I've taken it (3 times over 10 years), and even then they are usually within one or two points of each other, hence my "midway" comment.... I guess I didn't want to be branded a Troubadour straight up ;) :P

Title: **Re: The Earthdawn You**
Post by: arma on **June 29, 2009, 19:21**

Troubadours aren't bad on that scale, quite the opposite...
I'd love to fashion myself a Troubadour when just picking a Discipline, but got stuck with Nethermancer in the test.
(It's not bad either, but from a Discipline perspective, it's just your "what everyone wants to be" character in game. Or the favorite Discipline. Then again, the test has nothing to do with talents, spells, or allegations of being misunderstood and in league with Horrors. ;D)

Title: **Re: The Earthdawn You**
Post by: **Ridcully** on **June 29, 2009, 19:26**

Hm, Nethermancer for me? Interesting ... not that far away from the Traveled Scholar, though, except for the spirit thing ... and the image, of course.

Title: **Re: The Earthdawn You**
Post by: **PenAgain** on **June 29, 2009, 19:29**

The "what everyone wants to be" idea that Arma mentioned... in my circle of friends, we call the "everyone's favorite option" the Wolverine.

Nethermancers are the Wolverine of **EarthDawn**.
Raistlin is the Wolverine of Dragonlance.
etc.

Just a pointless anecdote, but I get no end of amusement from identifying the Wolverine in various settings, genres, and situations.

Title: **Re: The Earthdawn You**
Post by: **Ukhata** on **June 29, 2009, 22:40**

Your Type is
INTP
Introverted Intuitive Thinking Perceiving
Strength of the preferences %
33 12 50 11

You are:

* moderately expressed introvert
* slightly expressed intuitive personality
* moderately expressed thinking personality
* slightly expressed perceiving personality

jups
im a wizard all right :D
but i knew that already :P

Title: **Re: The Earthdawn You**
Post by: **ChaosRat** on **June 30, 2009, 04:43**

I had to think about this one long and hard, But I think I would be a Blood Elf, (I hate everyone, but have this creepy charisma about me) and I would be a multi-disiplined Wizard, Illusionist, Thief

The test said I am an Illusionist, so I was partly right.

Title: **Re: The Earthdawn You**
Post by: **General Ashnak** on **June 30, 2009, 05:10**

Eeek! I am Troubadour according to MBTI! I wouldn't pick that at all about myself... I guess I have more style than substance :D

As far as race... not sure - most likely human (boring I know), or if I had to be a different race then probably an Elf (even though I personally cannot stand them).

Title: **Re: The Earthdawn You**
Post by: **abandag** on **June 30, 2009, 05:33**

I was ISTJ according to MBTI. Sky Raider? That doesn't seem right at all. :mumble:

I "scored" a 89% on introverted and a 1% on sensing. I don't know, for some reason I think that's funny. I don't think I put enough thought into some of my answers however. I might come up with something different if I did.

But Sky Raider, that's definitely not me.

Title: **Re: The Earthdawn You**
Post by: **Mountainshadow** on **June 30, 2009, 07:27**

Hmm, ENFJ = Scout - comes as a little surprise, whrereas occupation in an educational career fits the bill. Never thought of myself being a scout - more like a Travelled Scholar or Wizard...

Title: **Re: The Earthdawn You**
Post by: **Enkidi Li Halan** on **June 30, 2009, 10:23**

Hmm, according to that test, I join the ENFJ-Scout-fraction...
The test result (Extraverted 11% - Intuitive 25% - Feeling 12% - Judging 78%) itself is

quite surprising, though I seem to have chosen my guiding Passion well. ^ ^

Title: **Re: The Earthdawn You**
Post by: **Crusader** on **June 30, 2009, 10:27**

Your Type is
ISTJ

Introverted	Sensing	Thinking	Judging
67	25	50	44

You are:

* distinctively expressed introvert
* moderately expressed sensing personality
* moderately expressed thinking personality
* moderately expressed judging personality

I'm a sky raider. *rawr*

Title: **Re: The Earthdawn You**
Post by: **Ukhata** on **June 30, 2009, 10:32**

although your wind catcher diff would be a bit high :P

Title: **Re: The Earthdawn You**
Post by: **Dammi** on **June 30, 2009, 10:40**

Hrm, I'm INFJ, a Weaponsmith. Well, that works for me. As long as I am still a Questor of Dis. ;D

Title: **Re: The Earthdawn You**
Post by: **Crusader** on **June 30, 2009, 12:21**

Quote from: Ukhata on June 30, 2009, 10:32
> although your wind catcher diff would be a bit high :P

Battle Belch

Title: **Re: The Earthdawn You**
Post by: **avantio** on **June 30, 2009, 14:29**

I was thinking of a Beastmaster, but the test turned out a Warrior... fine with me.
But I have far more difficulties with the race... By in depth analysis I declare myself Orc.
I do tend to be calm most of the time, but I like improvisation, jump right into the action and have my little Gahad triggers :) also I don't like getting involved in thing I don't deem worthy of my time and when I'm force to do so it gets me annoyed easily

Title: **Re: The Earthdawn You**
Post by: arma on **June 30, 2009, 15:13**

Quote from: abandag on June 30, 2009, 05:33
> I was ISTJ according to MBTI. Sky Raider? That doesn't seem right at all. :mumble:

The Sky Raider got one of the more daring assignments. ;D

That one could have also got assigned to the Scout or Elementalist. Almost anything can be a Scout, though, it seems... ^ ^

Title: **Re: The Earthdawn You**
Post by: **Sethariel** on **June 30, 2009, 22:21**

We had a PbF on our **EARTHDAWN**.PL **forum** once, and all the players were given a race and discipline by the GM according to how he had seen us - **forum** users, in **earthdawn** point of view. I were to play an Elf Swordmaster...

But as I think about it the best pick for **Earthdawn** Me would probably be a Windling.

I very undecided sometimes, I like to try new things, sometimes I pick one thing and after some time I realize it doesn't really excite me anymore... well yes I am a Windling ;)

What Discipline... maybe Wizard, or Elementalist as I like harmony and order... and something from Swordmaster as I like new chalenges...

EDIT:

Made the test... INTP

Guess I am a Windling Wizard :P

Title: **Re: The Earthdawn You**
Post by: **Difaw** on **July 01, 2009, 04:45**

Your Type is
ENTJ
Extraverted Intuitive Thinking Judging
Strength of the preferences %
1 38 75 22

Funny...in 20+ years, I always come out as this type. Interesting. So I am... an Archer!

Seems to fit. I would probably be a Human, just becuase I also have the tendancy towards Jack-of-all-trades as I beleive that diverse knowledges and information can often be helpful in creating efficiencies in your prime area of life in unconventional ways.

If not human, likely an Elf.

Title: **Re: The Earthdawn You**
Post by: **Jaege** on **July 01, 2009, 06:58**

My test said I was a thief. Hmmm. I have always liked the thief/roguish archtype. Interesting.

Title: **Re: The Earthdawn You**
Post by: **meldert** on **July 01, 2009, 11:17**

Hmm... Im probaly a windling (I'm a teaser), or human.

If you take a look at what I have done in life so far I'm definitely a Journeyman but that doesn't say much about my personality, just that I'm really versatile (I'm a kayaking and mountainbiking computergeek that like fixing/building/driving cars, play RPGs and earn a living as a teacher in design and illustration.) - how is that for a Journeyman? :wink:

the test says I'm an ENTP (Illusionist) and when I think about it, it fits very well... Not

that i like to trick people but I try to see the world for what it is, and I like to show that to other no matter if they like it or not... The truth no matter how ugly it might be is always the most important.

So I guess I'm a Windling Illusionist (never played that) or Human Illusionist (because of the versatile aspect) and would most likely be a questor of Floranus.

EDIT: hmm had to think about it a bit more... At first glance you would percieve me as a windling but I have many orkish aspects too, a few gahads... well I don't know...

I'm definitely NOT a troll, obsidiman, t'skrang or elf...

Title: **Re: The Earthdawn You**
Post by: **Slimcreeper** on **July 01, 2009, 14:20**

My test called me a nethermancer, and if I'm picking races I pick troll! A troll wolverine!

Title: **Re: The Earthdawn You**
Post by: **Ryval** on **July 02, 2009, 02:04**

By this test I came out a Weaponsmith. My go-to discipline and exactly what I thought.

So Dwarf Weaponsmith.

Title: **Re: The Earthdawn You**
Post by: **Crusufix** on **July 02, 2009, 08:50**

My test says I'm a Nethermancer? lol

I even checked out the Identify your career link and the very top one was Computer Programmer, which is what I do, well almost. I lead a team of developers.

The description by D. Keirsey is the Rational Mastermind.

I got my wife to do the test as well, She came out as a Beastmaster.

Title: **Re: The Earthdawn You**
Post by: **Crusader** on **July 02, 2009, 15:35**

Quote from: Crusufix on July 02, 2009, 08:50

> My test says I'm a Nethermancer? lol

You do have a fitting quote and the picture of Mestoph as an avatar isn't helping. >:D

Title: **Re: The Earthdawn You**
Post by: **Daggnar** on **July 02, 2009, 19:01**

Quote

```
Your Type is
ISTP
Introverted   Sensing   Thinking   Perceiving

22              12        12         11
```

And so I am a **warrior**. This fits with the way I think I am ! :)

Dwarf would probably fit the most with me.

Title: **Re: The Earthdawn You**
Post by: **Difaw** on **July 03, 2009, 04:14**

what was funny is when I read my career path/description thingy, it also fit me almsot exactly. And my career (I'm an insurance agent) fit right in as well. spooky.

For the record, I've never played an archer...but I guess it would fit. I was thinking Purifier myself...

Title: **Re: The Earthdawn You**
Post by: **stormcrow** on **July 08, 2009, 13:24**

INFJ

Guess i'm a weaponsmith, I liked the write up they gave, does seem to sum me up fairly well. As far as Race's go I'm an Ork, no doubt about it.

Title: **Re: The Earthdawn You**
Post by: **tyweise** on **July 13, 2009, 19:46**

Quote

> Your Type is
> ISTJ
> Introverted Sensing Thinking Judging
> Strength of the preferences %
> 56 1 38 1

Sky Raider ... Introverted???

I'd have gone with Warrior. Not thrilled with the idea of fighting, but I'm the "get-in-the-trenches" kind of guy when it comes to getting things done. Though, I do like to analyze a situation first and come up with a game plan.

For a race, I see myself closest to Dwarf (outside of Human, obviously) though I'm a bit too lazy and non-industrious. I have an Ork's tendency for putting up with BS, but I'm otherwise a very patient person. Maybe Obsidiman too, as something of a gentle giant (and yet some people are worried about setting me off.)

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=7055.0. It is a snapshot of the page as it appeared on Nov 29, 2011 09:00:32 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by dammi earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: Pike on March 23, 2010, 03:24

Title: **The Enemy Within Barsaive**
Post by: **Pike** on **March 23, 2010, 03:24**

I've been meaning to post this topic for a while but have been put off on discovering that there's a similar thread going on for Fading Suns.

Basically the best campaign I've ever run has been the WHRP 'Enemy Within'. I'm really keen to start up an **Earthdawn** campaign and would dearly love to run something akin to this campaign. In fact, a cursory look at the background - horrors and their followers, political unrest - suggests that it might be possible to map the Enemy Within on to the Barsaive environment.

The problem is that my knowledge of the **Earthdawn** milieu is not that deep. Also I don't have a lot of free time to put the work in that would be required to make sure that all the elements of the campaign are in complete sync with the **Earthdawn** background. Obviously I could ignore possible contradiction, but it would be ideal to have the Enemy Within plotted in such a way as to be congruent with ED3 products.

I'd love to run the Enemy Within campaign again, this time with the **Earthdawn** rules and background. So the question is, has anyone else given this a go? More importantly, has anyone got some ideas as to how to make the two elements fit, what **Earthdawn** elements (characters, institutions, geography) can be substituted?

As I said, I'm aware that this has already been done for Fading Suns but **Earthdawn** and the Enemy Within would make such a great combination.

Title: **Re: The Enemy Within Barsaive**
Post by: Dammi on **March 23, 2010, 11:20**

Watching this with interest! ;D

Title: **Re: The Enemy Within Barsaive**
Post by: **werefrog** on **March 23, 2010, 16:30**

The Werefrog am unfamiliar with the campaign you want to run. Perhaps you could explain what it has, and then those of us who don't recognize that campaign can help you reshape it into an **Earthdawn** campaign.

Title: **Re: The Enemy Within Barsaive**
Post by: **Silvereye** on **March 23, 2010, 20:44**

Neat idea and good luck. The first few adventures of the campaign are great, but it is let down by the ending - you can end it before then quite satisfactory in Power Behind the Throne.

Having both played in and run The Enemy Within, and being an **Earthdawn** GM for the last five or so years I can offer the following observations. I'll assume your are familiar with the Warhammer World and it's setting.

There is really nothing like the Empire in Barsaive. Barsaive is a collection of city-states (Tilea) and small nations, some wielding more power then others. Not all of them have hereditary rulers and most have a 'ruling council' of sorts. This does not necessarily mean that the game will not work. You could re-write some of the city backgrounds to conform better with what's in the Enemy Within.

The Chaos Cults can easily be substituted for Horror Cults, or if your clever with the political intrigue in Power Behind the Throne, Therans.

Mistaken Identity
The introduction - the players are travelling to a major city and find information worth following up.

Shadows over Bögenhafen
Is a wealthy large town, a distance away from a major city. The players are drawn here with information discovered in Mistaken Identity and stumble across a cult on the verge of taking over the town.

Death on the Reik
The River Reik can be easily replaced by the Serpent River, although the drifting boat in Death on the Reik could be a small arishipdepending on the players you have. Access to an Airship would make some of the stages in this section far too easy though.
Witgenstein Castle can be situated wherever is convenient.

Power Behind the Throne
Continues with clues found in Death on the Reik, can easily be situated in any of the major cities instead. Its a game of political intrigue for control of a city.

Avoid Something Rotten in Kislev. As GM, I'd never consider inflicting it on my players as written. Bits can be extracted and used, but it's a very unsatisfactory adventure all things considered.

Empire in Flames leaves too many loose ends lying about. I'd also consider an extensive re-write of this game - although the broad overview of a quest for a Legendary Item can easily be retained. You could for example focus it on a way to restore Landis, or unify Barsaive against Thera.

Title: **Re: The Enemy Within Barsaive**
Post by: **Cheops** on **March 23, 2010, 21:17**

I'd use a T'skrang Houses (not Syrtis) to represent the Empire. The Central Aropagoi represents the Imperial Seat with the Shivalahala as the Emperor. She derives her power from election by the captains of the Aropagoi ships (Elector Counts) and the assumption of the memories and experience of the previous Shivalahalas. The Aropagoi gains power through its ability to tax the semi-independent nialls within its sphere of influence in exchange for protecting the nialls and cutting them in for a share of the monopoly profits (taxation).

I'd use V'strimon (especially) or Kh'tenshin myself.

Title: **Re: The Enemy Within Barsaive**
Post by: **ED_Chronicler** on **March 23, 2010, 21:28**

Quote from: Silvereye on March 23, 2010, 20:44

> Death on the Reik
> The River Reik can be easily replaced by the Serpent River, although the drifting boat in Death on the Reik could be a small arisship depending on the players you have. Access to an Airship would make some of the stages in this section far too easy though. Witgenstein Castle can be situated wherever is convenient.
>
> Power Behind the Throne
> Continues with clues found in Death on the Reik, can easily be situated in any of the major cities instead. Its a game of political intrigue for control of a city.

Not being familiar with Enemy Within, I'll use Silvereye's basic outline for a basis on what I can think of atm.

[Death on the River]

You can actually use any of the rivers, although I'd recommend avoiding the Iontos River. You can go with either an Airship or River Boat of some kind. If you choose Airship, you might just have it crash beyond repair or if accessed prior to that, then check whether the players have the necessary talent/skill. If they don't no problem. If they do have the skill/talent, then consider some significant damage, no rudder (Law of Similarity), or not enough people, one might have the right talent, but if no one else does, there's still no way to use it. For the castle, you might lead them towards Throal, or if Throal itself is too large for the plot, you could do a small keep in the middle of nowhere, maybe the remains of some old ruins that whatever plot source antagonist you need to go after is using. Plenty of options. I'd just recommend avoiding the old "Mage Tower" cliche.

[Power Behind the Throne]

As for the political intrigue, you already have some issues related King Neden and those that want to de-throne him. It wouldn't be that hard to create some sort of plot with twists and turns that can lead in any number of directions.

Title: **Re: The Enemy Within Barsaive**
Post by: **Silvereye** on **March 25, 2010, 20:34**

> Quote from: ED_Chronicler on March 23, 2010, 21:28
> For the castle, you might lead them towards Throal, or if Throal itself is too large for the plot, you could do a small keep in the middle of nowhere, maybe the remains of some old ruins that whatever plot source antagonist you need to go after is using. Plenty of options. I'd just recommend avoiding the old "Mage Tower" cliche.

Witgenstein Castle is a big cliché anyway - a dungeon crawl crossed with touch Robin Hood and a generous helping of Frankenstein. It's definitely not something that could be done properly in Throal. The village/castle in the 'wilds' on a trade route is the best option in my opinion.

> Quote from: ED_Chronicler on March 23, 2010, 21:28
> As for the political intrigue, you already have some issues related King Neden and those that want to de-throne him. It wouldn't be that hard to create some sort of plot with twists and turns that can lead in any number of directions.

This works.

Title: **Re: The Enemy Within Barsaive**
Post by: **ED_Chronicler** on **March 25, 2010, 20:57**

> Quote from: Silvereye on March 25, 2010, 20:34
> > Quote from: ED_Chronicler on March 23, 2010, 21:28
> > For the castle, you might lead them towards Throal, or if Throal itself is too large for the plot, you could do a small keep in the middle of nowhere, maybe the remains of some old ruins that whatever plot source antagonist you need to go after is using. Plenty of options. I'd just recommend avoiding the old "Mage Tower" cliche.
>
> Witgenstein Castle is a big cliché anyway - a dungeon crawl crossed with touch Robin Hood and a generous helping of Frankenstein. It's definitely not something that could be done properly in Throal. The village/castle in the 'wilds' on a trade route is the best option in my opinion.

An overlord type with a village of workers for his fields. Old fashioned medieval. He

happens to be an archer, whether just highly skilled or disciplined can depend on the flavor for the story. A warrior/nethermancer styled Captain of the Guard.

Wygr'vos [Overlord]

As soon as Throal opened up its gates and the hordes left the mountain sanctuary of Throal, an enterprising ork, Wyr'gn, gathered supplies and headed southwest. He found himself an area just outside of the Servos jungle and began building himself a plantation. At first he worked hard to yield crops to trade in Throal and later Bartertown. He met a Travarian trader that quietly arranged to deliver some servants to his plantation. Wyr'gn made the deal and slowly built his miniature kingdom over the years. Expanding upon his plantation, building a large keep and housing the workers in a makeshift village nearby. Eventually the village grew as did Wyr'gn's wealth. As Wyr'gn aged, he eventually found himself a wife and they had a child, and named him Wygr'vos. Wygr'vos took over when Wyr'gn died.

Wygr'vos is a harsher lord than his father and prides himself on his archery skills. [insert more fluff here.]

Sahmbi the Mordekai [Captain of the Guard]

A (circle) Warrior and (circle) Nethermancer, was hired on shortly after Wyr'gn died and has served as Wygr'vos' right hand. He is a very cruel and selfish elf, and serves Wygr'vos only as long as it provides an opportunity. Shortly after being placed in charge, Sahmbi went to the servants' graveyard and raised one of the corpses as a cadaverman.

---

not sure how well it works, but was fun to write this little tidbit up.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=4065.0. It is a snapshot of the page as it appeared on Nov 1, 2011 12:48:56 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => Core Rules => Topic started by: sirserafin on October 01, 2008, 12:21

Title: **Threaded Quiver**
Post by: **sirserafin** on **October 01, 2008, 12:21**

Hey,

In descriptions of most of GM's exemplary characters appear item called "Threaded Quiver". Could anyone tell me where can I find this item's description?

Title: **Re: Threaded Quiver**
Post by: arma on **October 01, 2008, 13:24**

If it says, for example:

"Thread Longbow (Rank 3; Damage 13/D12+D10; Range 80–160–320), Quiver (with 20 longbow arrows)"

only the longbow is threaded.

All the quivers are regular ones, non-threaded.

Title: **Re: Threaded Quiver**
Post by: **sirserafin** on **October 01, 2008, 13:52**

I was starting think that I'm mad but... i checked all compendiums and look:

Name-Giver's Compendium:

Quote

> Thread Quiver (Rank 4; 5 × capacity; 1/10 weight items inside; w/40 shortbow arrows)

on pages: 318, 320, 324, 326, 328, 330, 332.

So... still waiting for description cause I play Archer :-)

Title: **Re: Threaded Quiver**
Post by: arma on **October 01, 2008, 14:49**

I don't think you can find that anywhere. But the description is right there in parentheses. ;)

Take something like this:

#threads: 2
Spell Defense: 13
LP Cost: as 5th Circle talent

rank 1: can hold 2x as many arrows/bolts as normal
rank 2: arrows/bolts only weigh 50% of normal weight
rank 3: can hold 5x as many arrows/bolts
rank 4: arrows/bolts weigh only 10%

example rank 4 stats for longbow quiver:
holds 100 arrows, weighs 3.5 pounds (incl. quiver)

Title: **Re: Threaded Quiver**
Post by: **Raven Bloodeyes** on **October 01, 2008, 15:30**

Interesting, I'm surprised Steve put it in without a source for it..... (any thoughts Steve?)

Is there a ED1 version of a thread quiver somewhere? or is it in the NGC items chapter?

Title: **Re: Threaded Quiver**
Post by: **sirserafin** on **October 02, 2008, 01:58**

Keeping in mind that Rank 4 says:

Quote

> 5 × capacity; 1/10 weight items **(only missiles? - what do you think about it?)** inside

it should be something like this:

Quote

> Threads: 2
> Spell Defense: 13
> LP Cost: as 5th Circle talent
> Rank 1: can hold 2x as many arrows/bolts as normal

ok, I agree
but
Rrank 2: can hold 3x as many arrows/bolts as normal; items inside weigh 50% of normal weight
Rrank 3: can hold 4x as many arrows/bolts as normal; items inside weigh 25% of normal weight
Rrank 4: can hold 5x as many arrows/bolts as normal; items inside weigh 10% of normal weight

How does it look like for you, guys?

edit:

And few more things...

What is made of? I think that Espagra scales is good enough source... high durability, contains air kernels (? - don't remember)
What about price? 1000 silver coins?
What about Enchanting Diffculty Number? 21?
Can Archer make Thread Quiver with no help? Just using half-magic and why?

Title: **Re: Threaded Quiver**
Post by: **Slimcreeper** on **October 02, 2008, 03:18**

I don't know if this is related to the idea of what's in the EDC, but I found this

http://www.fortunecity.com/rivendell/rhydin/91/ithuriel.htm

at the old **Earthdawn** Journal website.

http://www.fortunecity.com/rivendell/rhydin/91/library.htm

is the main page. It's a pretty comprehensive set of trick arrows, and scroll down for the threaded quiver.

Title: **Re: Threaded Quiver**
Post by: **Anunnaki** on **October 02, 2008, 03:26**

Hiya,

The Thread Quiver in the **Name-giver's Compendium** GM character entries is a Thread Container (**Gamemaster's Compendium**, p.175). Thread Containers come in different shapes and sizes (Thread Pouches, Thread Backpacks, Thread Sacks, etc). This one is simply a quiver (which is, of course, a type of container).

Take kaer, James

Title: **Re: Threaded Quiver**
Post by: **Raven Bloodeyes** on **October 02, 2008, 03:51**

AH HA! Thanks James! That clears it up nicely. :thumbsup:

Title: **Re: Threaded Quiver**
Post by: **slayride** on **October 02, 2008, 10:23**

Yeah, the Thread Quiver is a Thread Container.

Title: **Re: Threaded Quiver**
Post by: **sirserafin** on **October 02, 2008, 12:28**

But my **Earthdawn** team always wonder does it work like Santa Claus bag... Is it possible to put in MORE items than normal? For example: can human-sized thread backpack contain food for 6 persons for a month and 2 tents or 2 human-sized Name-Givers and so on...? ;-)

Title: **Re: Threaded Quiver**
Post by: arma on **October 02, 2008, 12:38**

You don't normally put anything inside, in case you run into a dragon's hoard and the GM says "there is a lot of money, but you cannot carry it all". You then pull out the bag, and come home a rich man. And the GM suddenly says that healing potions are now 5000 silver... ;D

Title: **Re: Threaded Quiver**
Post by: **Raven Bloodeyes** on **October 02, 2008, 16:17**

Also remember a Thread Container is NOT a bag of holding.... in that the objects you put in a Thread Container HAVE to normally fit inside the container. So no stuffing a 6 foot staff into a Thread Quiver or whatever.... BUT if it does normally fit, it has extra capacity and weighs a lot less...

Title: **Re: Threaded Quiver**
Post by: **Citizen Joe** on **October 03, 2008, 02:00**

Why do I think there is some way to make a perpetual motion machine using thread containers?

Title: **Re: Threaded Quiver**
Post by: **griton** on **October 03, 2008, 02:21**

perpetual... until the magic cycle drops. ;-)

Title: **Re: Threaded Quiver**
Post by: **Citizen Joe** on **October 03, 2008, 03:08**

I would imagine it would involve a thread barrel and a regular barrel (perhaps significantly larger than the thread barrel. They would be joined at the mouth and filled with water. This double barrel would be attached to a lever arm with a counter balance. When the lever arm reaches the top, the barrel flips over and the water dumps into the regular barrel. when it hit the bottom, it flips and dumps into the thread barrel. This causes an up/down motion possibly used as a pump. Maybe a bellows that kept fresh air in a kaer.

Title: **Re: Threaded Quiver**
Post by: **Raven Bloodeyes** on **October 03, 2008, 06:17**

...or two much of the water evaporates ;).... neat idea though, that's a pretty cool one!

Also they'd need a lineage of "bearers" to weave threads to the thread barrel to keep its magic working also...

Title: **Re: Threaded Quiver**
Post by: **Citizen Joe** on **October 03, 2008, 13:23**

Was it two threads on the container? Because that would be needed to keep it going. It could just as easily be something that won't evaporate, or the two barrels could be sealed to prevent it. Even if there was evaporation you could just add water as needed.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=7613.0. It is a snapshot of the page as it appeared on Nov 3, 2011 06:20:08 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by drucifer earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Players => Topic started by: Mathmech on January 08, 2011, 22:24

Title: **Threadweaving?**
Post by: **Mathmech** on **January 08, 2011, 22:24**

Okay, so a little backstory.
Started playing First edition 6 years back, and played a few campaigns, but never reached a circle higher then 6.

Then we took a break for about 2 years, mainly due to everyone being busy with our own lives.

Anyway, we started back up (with 3e) and are now C4, almost 5, and I can't remember ever weaving a thread to places and items and the like to boost defences/talents/skills. Ofc, We've weaved (no pun intended) to magical items, but I'm not really sure that's the same thing.

So can someone refresh my memory? Or is that higher circle stuff? And, while I'm asking questions, what 3e book contains the talent knacks?

Title: **Re: Threadweaving?**
Post by: **Raven Bloodeyes** on **January 08, 2011, 22:33**

Weaving threads to places, other people, and Group True Patterns can be done as soon as you have the Threadweaving Talent, so is not limited to higher Circles intrinsically, but it is less commonly done and often requires a lot of investigation or questing to locate Pattern items for the subject in question. Forming a Group True Pattern can be done with a loyal group and can be a lot of fun as well as useful. The details on all these are in the ED3 Player's Guide under the Threadweaving chapter.

All the Talent Knacks are in the ED3 Player's Companion.

Lastly, welcome back to **Earthdawn**!!! ...and welcome to the forums!

Title: **Re: Threadweaving?**
Post by: **Mathmech** on **January 09, 2011, 18:35**

Cool, Thanks, got some insight on it :)

Since I don't wanna start a new thread, I'll just ask this here:

In the Player's Companion, I see this:

"The effects of certain spells, such as Monstrous Mantle and Shield Mist, may prove inconvenient if made permanent. Such a spell will become “fixed” by Naming it. If characters insist on Naming such spells anyway, the gamemaster is encouraged to enforce any potential problems they cause."

Such a spell becomes "fixed" by naming it confuses me.
Fixed as in "Oh, this will be annoying to have on all the time, so I guess I'll fix it to become more easy to hide", or fixed as in permanent.

Fixed as in Permanent seems more plausible, but isn't that really the whole point in naming a spell, and thus really shouldn't have to be addressed?

Anyway, can you combine Named Spell and Signature Spell to make it easier to hide.

Im thinking mostly of Mist Shield.

Title: **Re: Threadweaving?**
Post by: **ED_Chronicler** on **January 09, 2011, 19:03**

Its "fixed" as in permanent, but more in reference to where. So having a permanent "Shield Mist" would have this "fixed" application around a targeted person, so the point of "fixed" is for expressing a no Naming this spell on a shield to avoid the potential negative factors.

Title: **Re: Threadweaving?**
Post by: Drucifer on **January 09, 2011, 19:11**

The statement means "fixed" as in Permanent.

The concept is that a spell might seem like a good idea to have permanently cast on its target, but in reality it can cause issues as well. It is the responsibility of the Game Master to play up the issues caused when the bonuses are not being used.

For example: a named Shield Mist spell.

1) Always present, the shield is always “on”, and the issues that could be involved with this could be as follows.

2) Nothing could be tossed to the character while they are looking, as the shield would block it.

3) Nobody could hand the character anything, as the shield would block any attempt to get close enough to the character.

4) No animals or people could approach the character while they are looking, as the shield would block them.

5) The Shield Mist always shows what direction the character is looking.

6) Because the shield moves with the view of the character, a rapid turn of the head could conceivably bring friends in range of the effects of the shield. The results being that the character when startled repels people from them.

These are just some quick ideas I came up with while writing this response. I am certain I could come up with a better drawback for this spell if my one of players insisted on making it permanent.

As the Game Master it is up to you to make the final call.

Thanks

Dru

Title: **Re: Threadweaving?**
Post by: **Mathmech** on **January 09, 2011, 20:30**

Well, I guess it's up to our GM to deside what drawbacks might come out of it.

Anyways, what are the "best" spells to be made Named?
Improved Karma? Iron Grip?

Title: **Re: Threadweaving?**
Post by: **ED_Chronicler** on **January 09, 2011, 20:51**

Its easier to identify spells that shouldn't, but for those that don't seem so negative:

Single Targeting (i.e. the player or an item) -- AOE spells of any kind often have drawbacks to using them, so while there are some that can be used to good effect, more often than not they qualify as "worst".

The "always-on" factor doesn't create other issues (such as would happen with Flame Weapon / Death's Head)

The other factor for "best" spells are honestly subjective. If I want a permanent - 1-way window on a wall to see through using Viewpoint that does make it the "best" spell for the effect desired. So it really depends upon what you are looking to gain.

Title: **Re: Threadweaving?**
Post by: **Mathmech** on **January 09, 2011, 21:17**

Well, as a pure "Maxing my ability in battle" sort of way... :blush:

Also, I might just be stupid, or not that good in english (from Sweden), but what do you mean by "The "always-on" factor doesn't create other issues (such as would happen with Flame Weapon / Death's Head)"

Title: **Re: Threadweaving?**
Post by: **treorai** on **January 09, 2011, 21:58**

Quote from: Mathmech on January 09, 2011, 21:17

> Well, as a pure "Maxing my ability in battle" sort of way... :blush:
>
> Also, I might just be stupid, or not that good in english (from Sweden), but what do you mean by "The "always-on" factor doesn't create other issues (such as would happen with Flame Weapon / Death's Head)"

I think he's referring to the whole "terrifying everyone who looks at you" thing for Death's Head, and the "I can't put my sword down because it sets houses on fire" thing for Flame Weapon.

The main spell anyone in my group has named has been Metal Wings, which while less than subtle, is not really any worse than some Blood Charms (and doesn't have the negative stigma that Blood Charms have in some communities).

Title: **Re: Threadweaving?**
Post by: **Raven Bloodeyes** on **January 10, 2011, 05:50**

Or the Illusionist spell "Improve Karma" is another popular one to have Named on someone....

Title: **Re: Threadweaving?**
Post by: **ED_Chronicler** on **January 10, 2011, 12:00**

as a Wizard two of my favorite spells to name were Astral Shield and Mage Armor.

Title: **Re: Threadweaving?**
Post by: **Dead Monky** on **January 10, 2011, 22:51**

For Nethermancers there are Detect Undead, Sense Horror, Insect Repellent, and several others I'm sure I'm forgetting.

And if you want to be a dick you can always cast Astral Whispers, Whither Limb, Bone Pudding, or Blind on someone and Name it. >:D

Title: **Re: Threadweaving?**
Post by: **The_Gun_Nut** on **January 11, 2011, 05:50**

Or Dry and Wet, and soak the guy to the bone, *forever*.

Title: **Re: Threadweaving?**
Post by: **Telarus** on **January 11, 2011, 12:11**

That's a pretty nasty curse, and very 'I'm a billboard of why not to mess with Mages' style curse as well.

Title: **Re: Threadweaving?**
Post by: **Dead Monky** on **January 11, 2011, 15:30**

I hadn't thought of that. May be a good way of keeping windlings from flying too.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=7603.0. It is a snapshot of the page as it appeared on Nov 4, 2011 09:42:56 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by drucifer earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: Cheops on January 05, 2011, 20:01

Title: **Throalic Civil War**
Post by: **Cheops** on **January 05, 2011, 20:01**

I'm planning for the next stage of my **Earthdawn** campaign now that we are jumping back to it after some Shadowrun. In my game there was a "mini-Scourge" in Barsaive which lasted about 3 years. The result of this was that Throal was forced to shut its doors and stew in its own juices. Things hit the boiling point sometime before the PCs end the Scourge and come knocking on the doors. So how does it all shake down?

I'm toying with 4 factions and a bunch of fence sitters. House Avalus, House Ueraven, the Republicans, and the Trade Guilds. The latter two are attempts at "populist" governance largely led by the usual mixture of idealists, philosophers, intellectuals, and greedy bastards. The Inner Cities were pretty easy to place between Avalus/Ueraven except for the one with the sneaky governor (away from books and can't remember name). Houses were similar except for Mikul.

Anybody done anything similar? Any ideas for what might have been the tipping point? Who controls the Grand Bazaar (where my players are likely to knock)? What events could have happened?

T'skrang politics are my fave in the setting so I'm not as up to snuff on the Throalic stuff. Fishing for some ideas.

Title: **Re: Throalic Civil War**
Post by: Drucifer on **January 09, 2011, 08:33**

Well for some off the cuff Ideas.

Things that could have happened in Throal during your "mini scourge"

1) The Muckers, The folks that pick up all them chamber pots, went on strike during your mini-scourge.
2) The Trade Houses that maintained massive amounts of outside trade have failed and been taken over by "Throal Centric" houses that don't want the gates opened just yet, they want to solidify their base of power first.
3) Because the mini scourge was not planned for, there could have been a huge food issue, causing riots and racial segregation throughout Throal.
4) Emergency closing of the gates forces people that have not been living under ground to adjust without any chance to prepare, families are sundered, personal property is "nationalized" because of the emergency and nobody knows how long this might last.
5) Two major factions rise, Throal citizens that lived during the last scourge versus the "young" and "foreign" that did not.

Just some ideas

Thanks

Dru

Title: **Re: Throalic Civil War**
Post by: **Cheops** on **January 10, 2011, 19:31**

Some pretty good ideas there. Thanks.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=4054.0. It is a snapshot of the page as it appeared on Sep 30, 2011 18:55:31 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: carandol on September 26, 2008, 12:26

Title: **Timeline query**
Post by: **carandol** on **September 26, 2008, 12:26**

I'm new to **Earthdawn**, and a bit puzzled about the timeline. I'm planning to run Ardanyan's Revenge with kaer-based characters, and was thinking of following it up with the Adventure Companion, which I haven't got yet. But the advert for the Adventure Companion in the back of Ardanyan's Revenge says that it "spans the years leading up to Prelude to War," and takes "gamers back to where it all began." Does this mean that the AC adventures are set earlier in the current **Earthdawn** timeline, and if so, when? The PCs arriving out of the kaer are bound to have questions about what's happening in the world, and I don't want to give them news of things that haven't happened yet!

Title: **Re: Timeline query**
Post by: **Dammi** on **September 26, 2008, 12:45**

Hiya!

It's no problem to run them one after another. You can easily run Ardanyan's Revenge before the Adventure Compendium (which is set in the time before the arrival of the Theran behemoth Triumph), with almost no modification (alter the background of Caedrus, the Obsidiman Warrior, or just remove that character entirely--he doesn't affect the story). You can also tweak the adventures in the Adventure Compendium to run in the current time, after Ardanyan's Revenge. You need to do a couple more changes in regards to the setting background (especially in the adventure Infected), but the stories run just as well. In case of Infected, we provided an overview on the grand scheme of things, which should make this easier (the Infected plot works great even if the girl has a different mystical background).

It all comes down to a few modifications, but nothing that would keep you from enjoying these stories.

Best,

Dammi

Title: **Re: Timeline query**
Post by: **Sethariel** on **September 26, 2008, 15:20**

I ran Ardanyan's Revenge between the adventures from Adventure Compendium. We started doing the adventures from Adventure Compendium back in the time we were still playing 1 edition. It is a long campaign, with a lot of personal plots. We had Terror in the Skies and Infected. Then we had Ardanyan's Revenge and now I'm going to do The Shattered Pattern and Burning Desires maybe. After that will come the Aerdeela plot from Prelude to War. That is the main issue of the campaign. Do the Prelude to War plot and start enjoing Redbricks **earthdawn** timeline.

Title: **Re: Timeline query**
Post by: **carandol** on **September 26, 2008, 18:26**

Thanks for the tips. Sounds like the best thing is to start with AR (I love the idea of the PCs coming out of the kaer expecting scenes of devastation, only to find the world's been happily getting on without them for a hundred years), then move onto the AC, then the Prelude to War. Is PtW likely to be reissued as a print-on-demand book, or will it be PDF only?

Title: **Re: Timeline query**
Post by: arma on **September 26, 2008, 18:58**

Quote from: carandol on September 26, 2008, 18:26

> Is PtW likely to be reissued as a print-on-demand book, or will it be PDF only?

Extremely unlikely.
As RedBrick's **Earthdawn** starts after PtW, it would be like doing a history book.
Now, while part of this is true for the Adventure Compendium, PtW does not need a rework to RedBrick's **Earthdawn** as there are virtually no stats in it and it does not have that much issues with tough opposition as the old adventures (which are also more easily played out of timeline).
You can still find PtW with a number of vendors, though.

Title: **Re: Timeline query**
Post by: **Mataxes** on **September 26, 2008, 23:51**

Here's a place you can buy it, at a great price:

Stiggybaby.com (http://www.stiggybaby.com/Merchant2/merchant.mvc?Screen=PROD&Store_Code=S&Product_Code=FAS6401&Product_Count=&Category_Code=) has it for $4.50.

It's also available in PDF format (http://rpg.drivethrustuff.com/product_info.php?cPath=235&products_id=2685&it=1) at DriveThruRPG.com, though it's 9.75 there.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=2575.0. It is a snapshot of the page as it appeared on Oct 24, 2011 15:33:49 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn forum** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: stormcrow on July 04, 2007, 13:34

Title: **Unlimited Horror powers**
Post by: **stormcrow** on **July 04, 2007, 13:34**

Just a quick question regarding Horror powers that don't require an action to use. These include powers such as Damage shift and Skin Shift. This reads to me as if the Horror can use them unlimited times per turn which seems a little unfair (even for Horrors). I was just wondering what the official ruling was with their limitation. I seem to remember Horrors need to use Karma to activate them but can't find it written anywhere so I may be wrong. Also, I remember reading somewhere about limiting simple actions by some statistic as an optional rule but the exact nature of the rule escapes me. Anyway, how do people run this?

Title: **Re: Unlimited Horror powers**
Post by: arma on **July 04, 2007, 14:28**

The "Damage:" stat is not the only place that determines if something uses an action.

The Damage Shift power says:
"The Horror may use Damage
Shift by making a Spellcasting Test against the target's Spell
Defense. If the test succeeds, a number of Damage Points equal
to the Horror's Damage Shift Test result..."

And Skin Shift:
"The Horror makes a Spellcasting Test against the target's
Spell Defense. If the test succeeds, the Horror rolls the Skin Shift
dice to determine damage."

In both cases, you have to make a Spellcasting Test. And that uses up the action. Here, these Horror Powers are similar to a damage talent like Flame Arrow or Down Strike, that also do not use actions, but also do need some other Action to be rolled.

Title: **Re: Unlimited Horror powers**
Post by: **stormcrow** on **July 04, 2007, 14:34**

Aahhhh!!! that makes sense. thanks. :thumbsup:

Title: **Re: Unlimited Horror powers**
Post by: **Ukhata** on **July 29, 2008, 12:53**

can this action be taken whenever?
or does it have to be taken in THAT round in THEIR turn as their ACTION for THAT turn
(capitals are for clarification)

Cuz if so, it would be smart to delay your action if you have that power as a horror (or namegiver)

Title: **Re: Unlimited Horror powers**
Post by: arma on **July 29, 2008, 13:05**

Creature/Spirit/Dragon/Horror Actions are defined as Standard Actions, so all the normal rules for Standard Actions apply, they use them just like Name-givers, except they can have more than 1.

Title: **Re: Unlimited Horror powers**
Post by: **Crusader** on **July 29, 2008, 13:13**

And how does the Skull of Maarberg fit in all this? By your interpretation that means Damage shift is an action every round you shift damage?

Title: **Re: Unlimited Horror powers**
Post by: arma on **July 29, 2008, 15:02**

Yes.
(and not every round, but every time)

Title: **Re: Unlimited Horror powers**
Post by: **deathmaster** on **July 29, 2008, 15:57**

Quote from: Crusader on July 29, 2008, 13:13

> And how does the Skull of Maarberg fit in all this? By your interpretation that means Damage shift is an action every round you shift damage?

The EDC damage shift is pretty clear on how it works, make a spell casting test, if you hit roll damage shift to see how much damage is transfered. I dont have the Redbrick version of Infected, but with the FASA version it says you get damage shift at a rank of willpower+thread rank. So you would make a spell casting test on the target, if you hit you then make a damage shift test (willpower+thread) and that is how much damage is transfered up to a max of the damage you have.

I am guessing what is confusing people about damage shift is that in 1st ED it was something done when the horror took damage, it isnt anymore. Its now a way for the Horror to heal itself while hurting someone else.

Title: **Re: Unlimited Horror powers**
Post by: **The_Gun_Nut** on **July 29, 2008, 18:35**

There is another thread dealing specifically with Damage Shift where I explain my dislike of the meganerf it receives if you make the associated Spellcasting test take an action. I put forth a few ideas about it there. I'm going to simply point it out and not repeat the entirety of the thread blow-by-blow. http://www.**earthdawn**.com/**forum**/index.php?topic=1379.0 (http://www.**earthdawn**.com/**forum**/index.php?topic=1379.0)

Title: **Re: Unlimited Horror powers**
Post by: **stormcrow** on **July 29, 2008, 20:18**

woah this is an old thread

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=7115.0. It is a snapshot of the page as it appeared on Nov 23, 2011 22:12:48 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by drucifer earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: Caerid on April 13, 2010, 18:52

Title: **Unnatural Life**
Post by: **Caerid** on **April 13, 2010, 18:52**

> Does a revived adept still have any threads that he has woven? If not, can he weave new ones? Thoughts?

Title: **Re: Unnatural Life**
Post by: **werefrog** on **April 13, 2010, 19:54**

> When a character dies, that character loses all threads that were tied to that character or from that character.
>
> However, if the character is fully alive again, that character can weave new threads.
>
> The question becomes one of whether or not that adept still has a true pattern strong enough to support threads as well as whether or not the magic that tied to that adept's pattern granting it magical powers was still in effect.

Title: **Re: Unnatural Life**
Post by: **stormcrow** on **April 13, 2010, 22:09**

> I think there's a precedent to this in one of the partlainth adventure outline's in 1ed. Pretty sure that there were some unaturally living adepts in one of those with threads to items. Of course, it might not still be true of 3rd ed.

Title: **Re: Unnatural Life**
Post by: **Caerid** on **April 14, 2010, 04:53**

> I might have to dust off Parlainth Adventures, but Werefrog is going down the same direction I was thinking--you lose it all when you die, but since all of the talents work for someone who comes back Unnaturally Alive, it seems like you should be able to weave new ones. No blood magic or group patterns though, I should think.
>
> Thanks!

Title: **Re: Unnatural Life**
Post by: Drucifer on **April 14, 2010, 04:59**

> It worked for J'Role. When he died and came back he still had his pattern and his Thief Magic as did Mordom maintain his Nethermancer abilities. So I would agree that the threads are not active while the Individual is dead. They do not go away per say. They are dorment untill replaced with another thread.
>
> Thanks

Drucifer

Title: **Re: Unnatural Life**
Post by: **werefrog** on **April 14, 2010, 19:41**

Was J'Role revived as in a Last Chance Salve or was he dead for quite some time first?

That makes a difference. The Werefrog don't think a pattern completely disappears with death, but it will degrade with time.

Title: **Re: Unnatural Life**
Post by: Drucifer on **April 15, 2010, 03:59**

According to the Story J'role was dead for an undetermined time and when he was revived it was because death revived him. So for a very short time there were 2 J'role and both were able to use the thief magic.

Mordom was revived at least once in the books but he had a living legend cult that searched him out when he died to revive him. It could have been years according to the story. So I think that patterns become inert rather and decay.

an Inert pattern would allow for items to maintain a pattern even if there were no name-giver to give that pattern power.

Thanks
Drucifer

Title: **Re: Unnatural Life**
Post by: **werefrog** on **April 15, 2010, 17:12**

Wait, Death revived J'Role and then there were two J'Roles?

Title: **Re: Unnatural Life**
Post by: **Caerid** on **April 15, 2010, 18:30**

I haven't read that book in ages, but it didn't make much sense at the time, either. Death doesn't just bring J'role back to life--he brings him back to life a couple of hours before he died and allows him to mess with time, killing his other self, I think. That book was bad enough that I gave up on **Earthdawn** novels for years afterwards.

Title: **Re: Unnatural Life**
Post by: **werefrog** on **April 15, 2010, 20:00**

The Werefrog still haven't begun reading the novels. The Werefrog will read all of them, eventually, though.

Title: **Re: Unnatural Life**
Post by: **Jaege** on **April 16, 2010, 13:48**

Once you are actually "dead" beyond revival, I beleive that all threads are lost. Unnatural life is not revival, its contruct-hood. Basically the character becomes undead.

In the case of J'Role, he was revived, like a last chance salve. I realize it was a longer time, but Death can revive as he sees fit, I guess.

Title: **Re: Unnatural Life**
Post by: **PenAgain** on **April 16, 2010, 14:48**

Wow... this thread has suddenly dampened my enthusiasm for re-reading the original trilogy. I still look forward to it, of course... but with somewhat less enthusiasm.

Truth be told, I have a very fuzzy recollection of Mother Speaks and Poisoned Memories. I remember Longing Ring quite well though.

As for Unnatural Life: I'd say whatever makes the best story :) In my Barsaive, the horror magic would irrevocably corrupt the pattern of the undeceased, damaging or severing the threads in the process.

Title: **Re: Unnatural Life**
Post by: **Caerid** on **April 16, 2010, 15:41**

Wasn't there a thief or scout in Shattered Patterns that was revived as a construct? I seem to recall that he had threads to a group pattern, too.

Pen, sorry to rain on your parade. I recall the Longing Ring as being better, at least...

Title: **Re: Unnatural Life**
Post by: **werefrog** on **April 16, 2010, 19:08**

Caerid, you might be thinking of Infected, in which case, the revived characters did not have threads tied anymore, but they did retain their memories and personalities.

Title: **Re: Unnatural Life**
Post by: **Caerid** on **April 16, 2010, 20:28**

Nope. The Nethermancer in Shattered Patterns had captured a scout from the Arm of Throal or something like that and altered him into a good, loyal servant. I don't remember the details very well, but it was definitely not Infected.

Title: **Re: Unnatural Life**
Post by: Drucifer on **April 16, 2010, 22:15**

Jordan Light foot / the Shadow Killer is from Shattered Pattern, yes he was killed and returned to life using Tyrlaan's Alter Life Spell. On Pg 60 of Shattered Pattern it mentions that he was a 7th circle adept before his death he maintains those abilities after death as the Shadow Killer construct.

Patterns do not disintegrate unless they are de-patterened or destroyed. This is the basis of of the Magic in **Earthdawn**, otherwise there would not be pattern Items.

Thanks
Drucifer

Title: **Re: Unnatural Life**
Post by: **Jaege** on **April 17, 2010, 04:41**

Quote from: Drucifer on April 16, 2010, 22:15

> Jordan Light foot / the Shadow Killer is from Shattered Pattern, yes he was killed and returned to life using Tyrlaan's Alter Life Spell. On Pg 60 of Shattered Pattern it mentions that he was a 7th circle adept before his death he maintains those abilities after death as the Shadow Killer construct.
>
> Patterns do not disintegrate unless they are de-patterened or destroyed. This is the basis of of the Magic in **Earthdawn**, otherwise there would not be pattern Items.

Thanks
Drucifer

Yes this is true. I believe it specifically states that a victim of unnatural life would keep his original talents as well. These are not threads they are talents. I never claimed that talents or true patterns disappear. I was speaking of threads that are tied to true patterns. They disappear once the being that tied them is dead, since he no longer has an actual pattern or at least not his original pattern any longer. It would be like re-Naming oneself. Once your pattern is changed, the threads tied to it are lost.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=8354.0. It is a snapshot of the page as it appeared on Nov 27, 2011 06:31:02 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn forum** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: Jacklifear on October 29, 2011, 22:17

Title: **Virtual Gaming has given me a different perspective on Earthdawn**
Post by: **Jacklifear** on **October 29, 2011, 22:17**

I've been **Earthdawn** aware since before it was released by FASA, my brother and I were looking up details on it before it's release and were happy. I played it with my older brother when he was in high school/college, then I played it myself as a GM when I went to high school and college, then it stopped. So fast forward 10 years, I can say I'm enjoying 3rd edition with an online group of friends I've met gaming.

It's a completely different expirience playing as a GM on a virtual tabletop with VOIP instead of in person, but I've found the little things actually show a lot better this way.

A good example is the change from "let's draw on a whiteboard as we go along" to an actual hex map with distances and LOS clearly figured out. It seemed to make things easier during gameplay, and harder to prepare beforehand (I had to fake being an artist overnight), but it's turned out rather well.

One of the most drastic changes was actually when I utilized "Low light vision" for the first time in what it's "supposed" to be. Usually in campaigns before, I would take the time to think "They're approaching something they are going to see..." but never took it to the next step ".. and the elf should see it a LONG time before the rest have a clue." It's something natural to them, nothing to toggle like heat sight or astral sight. (Low light vision provides 15 hexes plus a bonus to any light distance they see beyond that, normal people with a torch can see 5... and that's IF they have a torch)

This created a whole new dynamic to the game when they couldn't see a brithan through the forest in the dark, but their elven ally could see it much quicker and didn't have a clue how to describe it to his allies (and if it's ears were good enough to hear them talk as well)

Suddenly instead of a "let them all fear it" situation, it became a "one person knows the secret and doesn't know how to tell it scenario". What made it a lot better was the fact that you can send "invisible whispers", which are much better than the obvious "Game master leans forward and hands a closed post-it note to the elf".

Speaking of the invisible tells, this has enabled me to take secret rolls and intentions from players... say, the theif in the group who has SUCCESSFULLY taken 40 silver from his allies over 11 successful hidden rolls on pick pocketing. What makes it better is that his 12th role, he botches. So I'm able to ignore his roll, and send a whisper to the victim letting know know what's up before the thief is aware he's caught. Suddenly in vent you hear "I reach over and pick up the theif by the collar of his armor and scream "What the hell are you doing?!" It was so out of nowhere, I laughed out loud and everyone else was CLUELESS.

What made it even better was the realization of another member who suddenly says "Hey wait a second, THAT explains why I couldn't purchase that book I was looking at. I _THOUGHT_ I had more money! DAMN IT!" (Flashback: The person earlier was looking at a book, but when he heard "Oh, it costs that much? I have that right... oh, nvm, I

thought I had more." ALMOST VERBATIM QUOTE. The best part was the "lol" whisper from the theif right afterwards)

This helps greatly with the illusionist who wants to play with spells much more. The shenanigans with that are endless.

Lastly, while I'm nothing exceptional, I've been able to take the assets from the Maptools community, and make some fairly solid maps IMHO. You can find the album to the maps here: http://imgur.com/a/6GO8b#0

Please take a moment and read the descriptions as it may help you see how some of them are related.

I'd love to hear your feedback and questions if you have any on the subject. My concerns going into the virtual desktop/online roleplaying were large, but I've found it can be as good, if not better, than roleplaying face-to-face. But major props to Telaris (http://www.redbrick-limited.com/cms/**forum**/index.php?topic=7610.0), who makes it possible.

Title: **Re: Virtual Gaming has given me a different perspective on Earthdawn**
Post by: **Jacklifear** on **October 29, 2011, 22:24**

I know this may be an odd plug, but after what you read, if you think you'd be interested in seeing me stream our group sessions on Saturdays, please vote in this thread...

I won't stream if there's not enough people willing to try watching it.. but if your interested, I figured you might as well have an opportunity to vote yes. And if you'd rather wash your hair than listen to other people RP (or just RP yourself.. duh!) then I'd give you the option to let me know...

http://www.redbrick-limited.com/cms/**forum**/index.php?topic=8350.0

Title: **Re: Virtual Gaming has given me a different perspective on Earthdawn**
Post by: **Flagg** on **October 30, 2011, 01:07**

Quote from: Jacklifear on October 29, 2011, 22:17

> (Low light vision provides 15 hexes plus a bonus to any light distance they see beyond that, normal people with a torch can see 5... and that's IF they have a torch)

Can you source this, please?

Title: **Re: Virtual Gaming has given me a different perspective on Earthdawn**
Post by: arma on **October 30, 2011, 01:48**

p. 120 GG
p. 20 PG

(probably with the "effective visibility" part left out and handling things a bit more strictly, due to the virtual tabletop)

Title: **Re: Virtual Gaming has given me a different perspective on Earthdawn**
Post by: **Telarus** on **October 30, 2011, 02:00**

Nice to see you over here!

I'm primarily coding the Framework as a Person-to-Person game aid (a plyer computer w/ projector or big TV & a GM computer setup .. I have a big TV).

But I primarily chose maptool as the base software because of the online gamine possibilities. ;D

Title: **Re: Virtual Gaming has given me a different perspective on Earthdawn**
Post by: **piotrus** on **November 03, 2011, 04:19**

Thanks for sharing, such stories are very valuable. I am also looking at this tool for Person-to-Person game, but keeping in mind this could help us game even if a player misses a session.

But, everyone, I have one big question for you: wouldn't the lack of face to face interaction reduce the roleplaying / storytelling elements? The reason I want to master such a tool is to be able to speed up rolling, particularly in combat, so that we can have more time for storytelling elements. I wonder if anybody has experience using this for a mixture of real and virtual people, and notice any differences?

Title: **Re: Virtual Gaming has given me a different perspective on Earthdawn**
Post by: **Jacklifear** on **November 06, 2011, 03:11**

While I have no "mix" setups, I can honestly say that it's not a "reduction" but a "difference". As I said above, the roleplaying opportunity between players can easily be increased by this situation.

You can notice the difference between map creations and use them as solid tools for roleplaying. Some maps can reduce the storytelling (Such as the cave one that has a lot of items on it. I won't need to explain "You see three beds and a carpet in this room") Others will allow for increased atmosphere. I used the map with the lake on it to allow them to refresh their waterskins. While they were filling them, I would randomly have a token of a future character go "visible" for 1-2 seconds from behind a tree, allowing 2-3 people to see him "blip" on the screen.

It gave them a paranoid "What the hell was that!?" moment. Especially since it was while I was talking and other people in the group LEGITLY was saying "What the hell are you talking about?" as they didn't see it at all (in character and out)

I feel that using maptools gives the GM a lot more opportunities and information that allows him to give information more accurately and interestingly.

Title: **Re: Virtual Gaming has given me a different perspective on Earthdawn**
Post by: **thezombiekat** on **November 06, 2011, 14:46**

Quote from: Jacklifear on November 06, 2011, 03:11

> I would randomly have a token of a future character go "visible" for 1-2 seconds from behind a tree, allowing 2-3 people to see him "blip" on the screen.
>
> It gave them a paranoid "What the hell was that!?" moment. Especially since it was while I was talking and other people in the group LEGITLY was saying "What the hell are you talking about?" as they didn't see it at all (in character and out)

I'm not a fan of this kind of tequnike myself, at least not most of the time.

There are ability's in game that allow you to notice things. Some of them are quite expensive and powerful. It would not seem right to replace that with the players ability to notice something on their computer screen when say walking into an ambush. The other problem is that I try to encourage people not to be staring at their screen all the time.

Title: **Re: Virtual Gaming has given me a different perspective on Earthdawn**
Post by: **Jacklifear** on **November 06, 2011, 16:34**

I only did it once to see how the effect was. It worked better than I expected. What made it better was eventually they searched around in character and saw nothing. It created a tense atmosphere for a little bit until they traveled on. I believe (out of character) they thought it was a bug.

Later on when they saw a Tskrang that was the same individual (but a different token), it was a good source of foreshadowing when after some long discussion the T'skrang was able to mention something that related to what they said in the previous "tense scene", that allowed them to connect the dots (well one of them) and roleplay further.

I would greatly prefer the storytelling method, but since I'm new to virtual tabletops as a tool, I'm trying out as many ideas as I can... and I'm surprised to say that this trick is one I'd be fond of using once or twice a year. Gotta keep it REAAAAALLY rare though to keep the same effect.

Important note: It wasn't a full view token... it was about 10% of a token's edge from behind a tree. Since trees can obstruct LOS, it wasn't even a "HERE'S A TSKRANG!" it was a "What was that?" as they saw the border of something.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=3900.0. It is a snapshot of the page as it appeared on Nov 19, 2011 21:48:22 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn forum** Text-only version

RedBrick LLC Forums

Earthdawn => For Players => Topic started by: yukongil on August 01, 2008, 21:36

Title: **Warriors don't get downstrike?!?**
Post by: **yukongil** on **August 01, 2008, 21:36**

I'm I reading it right in ADM nobody, hence Warriors, have access to Downstrike anymore? What gives?

Title: **Re: Warriors don't get downstrike?!?**
Post by: arma on **August 01, 2008, 21:45**

http://www.**earthdawn**.com/**forum**/index.php?topic=128.msg5581#msg5581

Title: **Re: Warriors don't get downstrike?!?**
Post by: **yukongil** on **August 01, 2008, 22:24**

ah, thanks. I still don't jive with the Downstrike lacking from Warriors and as far as I can tell the Sky Raider doesn't get it either, unless it's way up there or I just missed it.

Title: **Re: Warriors don't get downstrike?!?**
Post by: arma on **August 01, 2008, 22:55**

Warrior: Crushing Blow at 7th Circle
Sky Raider: Down Strike at 8th Circle

Essentially, they exchanged these talents. Warriors are more versatile in the ADM and can do high damage in every Situation.

Title: **Re: Warriors don't get downstrike?!?**
Post by: **Raven Bloodeyes** on **August 01, 2008, 23:10**

...and Sky Raiders have more reason to be UP, so Downstrike makes more sense for them too...

Title: **Re: Warriors don't get downstrike?!?**
Post by: **Crusader** on **August 04, 2008, 10:20**

indeed, Great leaping into melee makes more sense then ever.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=7194.0. It is a snapshot of the page as it appeared on Nov 11, 2011 16:06:58 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn forum** Text-only version

RedBrick LLC Forums

Earthdawn => For Players => Topic started by: arma on May 19, 2010, 13:30

Title: **What do you want to do with mass combat rules?**
Post by: arma on **May 19, 2010, 13:30**

I've made this a poll as an afterthought to get a quick impression on how much a mass combat system would be used. This thread isn't primarily about the poll, but about what's below.

_____

Simple question, hard to answer I guess. ;)

What do you want to do with mass combat rules?

Before we start, here's some background information:

- There's previously been an official attempt at mass combat explicitly labeled as such in **Earthdawn**, which was in ED2's **Earthdawn** Companion.
- Note this thread (http://www.redbrick-limited.com/cms/**forum**/index.php?topic=7101.0) asking a similar question about airship rules. Of note because ED2's system essentially used airship rules for mass combat, and because:
- **Earthdawn** already has a simple mass combat system since ED1: airship boarding battles (which isn't exactly the same as the airship-rule-based mass combat from ED2 -- I can elaborate if necessary, it'd just make this first post a bit... intimidating... or rather more intimidating... ;D).

Here's some starting pointers for you, but don't see it as a list to check off, nor as one that is complete:

What would you want to do with mass combat rules?

- Simulate small skirmishes between scorchers and militia patrols? Simulate big battles between Theran Legions and the Cara Fahd Cavalry? Both?
- Would you use them regularly or just for that special occasion like playing one of the epics (Prelude to War, Barsaive at War)? Would you even base an entire campaign on them if you had them (playing a Talean mercenary unit or an orkish cavalry)?
- Would you be interested in something quick and simple or something more elaborate, requiring strategies and unit markers and movement? Or the option for both?
- Would you mostly just have two parties clashing, or would you want the option to make up two armies consisting of a dozen or more units each?

What are your requirements as to the system and other rules provided?

- Does it have to be similar to other systems in the game? Which ones?

- Would you need additional information besides just combat? For example, how to raise an army and what it costs, what it costs to maintain an army or hire a small band of mercenaries?
- What level of involvement do you require for player characters? How much of an impact should characters have? Would they need / should they be able to use... ...special skills to influence the battle ...just tip the scales by their greater martial prowess ...have little impact because you don't want characters to affect that level of the setting ...and perhaps just let the players take control of units/armies instead of their characters?
- Do you need to be able to customize the system or units/armies? How much, to what level of detail (is it important if they swing maces or swords, or only if they are trolls and windlings, or neither)?
- Would you want as much as possible provided with the rules, or something you can use to build and customize your own armies/units?
- Are factors such as the battlefield important? Do you need rules for special terrain, or is it more about the armies/units?

If you can:
Tell us if you're interested in this as a GM or a player.
Tell us if you've read/tried/regularly used the ED2 mass combat system and what you think of it, or any homebrew systems you've used.
Tell us if you don't want mass combat rules and why, for example because you're a player and want your character to go one-on-one with Horrors in **Earthdawn** and not push units around on some soggy field outside of Claw Ridge (let's face it GMs, sometimes we just want different things than our players... ;D).

Title: **Re: What do you want to do with mass combat rules?**
Post by: **Flowswithdrek** on **May 19, 2010, 18:56**

As a Gamemaster I would occasionally (every couple of adventures) use mass combat rules if they were available and had been designed with miniatures mind.

Many years ago as a player of Warhammer Fantasy Roleplay, every couple of adventures ended in a series of skirmishes or even a full blown battle which we played out using the Warhammer Fantasy Battle rules.

Now I no longer play Warhammer as **Earthdawn** is my game of choice which I now Gamemaster. However my players and I have large piles of Games Workshop miniatures which are currently gathering a think layer of dust. So if there was a parallel set of **Earthdawn** mass combat rules to complement **Earthdawn** roleplay that would allow me to take those miniatures out of retirement I would gladly design my adventures with some bigger combats in mind. I know I also speak for two of my players in this. One is eager to play some kind of miniatures battle game and the other wanted me to try and integrate **Earthdawn** with the Warhammer battle rules (I didn't even want to go there)

I would simulate everything from large skirmishes to battles. Small skirmishes I would play with in the roleplay rules.

I would use them every two or three adventures, having designed my adventures with a final conflict in mind.

I would be interested in something more elaborate, multiple units, movement, basic build options for units, effects of terrain, spell magic.

The systems would have to be based on **Earthdawn** as close as possible. I would like to see a simple system to integrate (reduce) a **Earthdawn** character down to unit commander for purposes of the skirmish or battle. I would like some system that takes circle into account, discipline, and perhaps talents or number of appropriate talents/ranks into account. E.g I want to be able to take my NPC characters and reasonably quickly

convert them to battle statistics, possibly even have a section on the character sheet for the battle stats.

I have never tried the ED2 mass combat rules (cant remember exactly why)

Title: **Re: What do you want to do with mass combat rules?**
Post by: arma on **May 19, 2010, 20:00**

Quote from: Flowswithdrek on May 19, 2010, 18:56

> As a Gamemaster I would occasionally (every couple of adventures) use mass combat rules if they were available and had been designed with miniatures mind.
>
> Many years ago as a player of Warhammer Fantasy Roleplay, every couple of adventures ended in a series of skirmishes or even a full blown battle which we played out using the Warhammer Fantasy Battle rules.

Just to clarify for those who will (hopefully) follow:
Using miniatures isn't what I meant with "mass combat" because you'd have to have thousands of them. ;D
It's more like "you got these 8 blue tokens, each stands for a cohort of 100 Theran infantry, and the 12 red ones are companies of 80-strong Cara Fahd cavalry."

In any case, I do have some initial designs for a set of skirmish rules that allows you to convert an ED character into a less complex set of stats to have simplified "big fights" floating around somewhere. Been some time since I did anything with it, though. Any other takers?;D

Title: **Re: What do you want to do with mass combat rules?**
Post by: **EpicEDGM** on **May 19, 2010, 20:32**

As a GM, I would probably use mass combat rules fairly regularly, as long as they were well-written and blended well with the rest of the game. My group plays online asynchronously, so its hard to put a number of sessions on it, but it would be fairly regularly once they got up to the higher journeyman circles.

I would use it for simulating everything from skirmishes between villagers and scorchers or raiders (in which the characters would play major roles) to huge epic battles between multiple sides (in which the characters would still be important, but might have less of an effect on the outcome).

I personally wouldn't need something that requires major strategy, but something that was more of a reflection of the individuals in the unit, such that having a few novice adepts in units on a small scale might make a difference. Personally, I would like a system where the players have a proportional effect on the outcome. Higher circle characters with higher rank talents and skills should have more of an effect than lower circle characters, all else being equal, characters should have less of an effect on larger units or in larger battles.

Honestly one of the most important things however, if I were to actually use mass combat rules, would be to integrate them ship combat rules, revised or not, so that boarding actions and what not could be attempted by a unit of jungle t'skrang against a k'tenshin warship, for example, or so that a crew of crystal raiders could drop down on a theran patrol.

Being able to customize units would be very important. One thing that I've always wanted to do is run the rescuing of Aadelea from Creana with the characters being a few of the 40+ adepts sent by the Great Dragons. To do this however, one would need to be able to make a unit out of 40 unique adepts, not 40 3rd circle dwarf cavalyrmen.

I don't think terrain is that big of a deal, those types of modifies are relatively easy for a GM to deal with on their own, but they could be useful.

Some other additional information would be good, such as the upkeep, payment, and that sort of thing. Honestly though, if a number of professions were detailed just a bit, as to what their income might be, then the rest would mostly be taken care of with the existing information in the players guide (lodging, food, etc.).

Now, I used the ED2 mass combat rules when running some of the adventures in the epics, but I don't think they worked all that well, mostly because they couldn't do what I've outlined above.

Title: **Re: What do you want to do with mass combat rules?**
Post by: **Flowswithdrek** on **May 19, 2010, 22:11**

Quote from: arma on May 19, 2010, 20:00

> Just to clarify for those who will (hopefully) follow:
> Using miniatures isn't what I meant with "mass combat" because you'd have to have thousands of them. ;D

A shame as I have thousands of them ;D well it was worth a try!

I'm not sure I would be interested in blue tokens and im sure my players would laugh at me if i suggest it to them. However while my interest is somewhat diminished. I could use 8 minitures, each representing a cohort of 100 Theran infantry, and 12 ork riders for companies of 80-strong Cara Fahd cavalry.

Title: **Re: What do you want to do with mass combat rules?**
Post by: arma on **May 19, 2010, 22:29**

Quote from: Flowswithdrek on May 19, 2010, 22:11

> I'm not sure I would be interested in blue tokens and im sure my players would laugh at me if i suggest it to them. However while my interest is somewhat diminished. I could use 8 minitures, each representing a cohort of 100 Theran infantry, and 12 ork riders for companies of 80-strong Cara Fahd cavalry.

Well, seeing as you'll now only need a dozen or so of each, I'll PM you my address so you can send me your hundreds of redundant minis... ;D

Needless to say, any mass combat rules would not enforce the use of colored tokens over minis as long as it is understood a mini represents a unit and not an individual. I am curious, however: If it has to be an actual realistic representation, what do you do with ship combat? Do you have actual airship models, or does the lack of such prohibit you from using the airship combat rules? Does riverboat combat work at all, what with the inconvenience of modeling a stretch of river to scale? ;)

Quote from: EpicEDGM on May 19, 2010, 20:32

> Being able to customize units would be very important. One thing that I've always wanted to do is run the rescuing of Aadelea from Creana with the characters being a few of the 40+ adepts sent by the Great Dragons. To do this however, one would need to be able to make a unit out of 40 unique adepts, not 40 3rd circle dwarf cavalyrmen.

That'd be a tough task. More of an issue, though: It would also assume that they would actually oppose some force of a similar composition for rules to be a matter there.
I mean, if 40 adepts were just going up against, say, 100 regular soldiers, you probably wouldn't even need to play it out.
However, in case of some big final fight against another elite force, you'd probably want to use regular character combat anyway, because "it's a special event".
Haven't actually thought about the possibility of "elite diverse unit vs. something equally threatening" in depth, but it strikes me as a rare exception, and a bit redundant in itself,

because you want everyone to be reflected well, but at the same time, just mix everybody up. Might depend on how the campaign would actually look like, though.

Title: **Re: What do you want to do with mass combat rules?**
Post by: **Flowswithdrek** on **May 19, 2010, 23:15**

Quote from: arma on May 19, 2010, 22:29

> Well, seeing as you'll now only need a dozen or so of each, I'll PM you my address so you can send me your hundreds of redundant minis... ;D

Hmmm wonders what Arma will do with hundreds of minis, he also only needs a dozen or so! I think what would happen is you would realise you had all those minis going to waste and it would be cool if you could use them in an **Earthdawn** miniatures mass battle game ;)

Quote from: arma on May 19, 2010, 22:29

> Needless to say, any mass combat rules would not enforce the use of colored tokens over minis as long as it is understood a mini represents a unit and not an individual. I am curious, however: If it has to be an actual realistic representation, what do you do with ship combat? Do you have actual airship models, or does the lack of such prohibit you from using the airship combat rules? Does riverboat combat work at all, what with the inconvenience of modeling a stretch of river to scale? ;)

Yes modelling a river for a one off use is inconvenient, but off course I do have one I made earlier, but I accept that not every one does. But for anyone who should have the need to build one YouTube is your friend.

With ship to ship combat I would use little model sailing ships (cheap and easy to build) representing airships on the table. Boarding actions I would probably use standard roleplay combat rules. For a simulation I would want some kind of aerial bombardment of ground forces rules.

As for river boats - probably use the same models, never really thought about river boats before, from a battle simulation point of view.

I have a model of a cosmic crash site but I'm keeping that for when Dammi brings out the equinox mass combat rules ;D

Title: **Re: What do you want to do with mass combat rules?**
Post by: **EpicEDGM** on **May 20, 2010, 02:13**

I was thinking more of a match up like 40+ adepts against 150-300 non-adepts, where the characters are only a few of those adepts. If there were rules, like in for boarding battles, where the characters can take part and have an influence, one could still model this. The key thing is that a group of 40 or more adepts should be able to take on a much larger force of mundane characters. One could even sort of model this with the "crew stats" for ships, a group of adepts would have a higher "crew" rating and morale, than a group of soldiers, and therefore, would be able take on a larger force of simple mundane soldiers even with a small to moderately sized group of adepts.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=7073.0. It is a snapshot of the page as it appeared on Nov 5, 2011 08:53:11 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => Product Feedback => Topic started by: Warden-UK on April 01, 2010, 11:01

Title: **What I'd Like to See**
Post by: **Warden-UK** on **April 01, 2010, 11:01**

Don't get me wrong, I love ED, really do - it is without doubt my fave game. But I got to thinking what, if anything, could I do for my personal rp group that would make **Earthdawn** even better?

Keep the system, but turn all those magical talent type skills into normal mundane skills, so no air dancing - it's just a kind of jump in the air action type skill - (if I remember it correctly), and stick it in a gritty medieval type setting.

I'm too lazy to do the conversions, though I think they'd be easy enough.

EDIT: For clarity

Title: **Re: What I'd Like to See**
Post by: **Sethariel** on **April 01, 2010, 11:21**

You are kidding of course ;D
Today is April Fools' so I don't believe you anyway :P

Title: **Re: What I'd Like to See**
Post by: arma on **April 01, 2010, 11:30**

I thought about doing this (if I get the point right) for a medieval japanese setting.
I decided it would require too much research, though.
^ ^

Title: **Re: What I'd Like to See**
Post by: **Sethariel** on **April 01, 2010, 11:53**

Quote from: arma on April 01, 2010, 11:30

> I thought about doing this (if I get the point right) for a medieval japanese setting.
> I decided it would require too much research, though.
> ^ ^

And that's the kind of info I believe ;D

Medieval Japan is awesome.
Imagine trolls with katanas and in japanese armor.
Windling Ninja!
Yeah! ;D

Title: **Re: What I'd Like to See**
Post by: **Warden-UK** on **April 01, 2010, 12:21**

No I'm serious

I may even do a port over actually, I think it would be great

Title: **Re: What I'd Like to See**
Post by: **Sethariel** on **April 01, 2010, 12:57**

In that case don't count on my and my players' enthusiasm.

Of course there are always fans who like the medieval reality and dark-fantasy with high death rate and much realism.

I think ED is loved for it's magic mostly. From what I see from fans on forums, there are more people who would like to do more amazing things with their characters, than the ones who would like the system to get more "real".

Anyway goodluck.

BTW. If you plan to change talents into skills (with some of them it seems impossible to me - Reshape Object, Elemental Walk, Earth Armor, Earth Skin, Aura Armor etc.), what about spells, especially those high level types?

Title: **Re: What I'd Like to See**
Post by: arma on **April 01, 2010, 13:18**

I think it would be cool because it'd be proof that the Step System and its related mechanics aren't only usable for Barsaive/high magic.
It's a common misconception that they only work together. But they don't.
There'll always be people who're okay with tossing a coin to determine if they hit or not, but there's also those who appreciate things like result levels to measure quality beyond "yes or no".

Title: **Re: What I'd Like to See**
Post by: **Dammi** on **April 01, 2010, 13:24**

I can safely say that it works. Compiled the EDC rules into set of universal mechanics a couple years ago for playing in modern London (adapting the Fireborn setting).

Title: **Re: What I'd Like to See**
Post by: **Warden-UK** on **April 01, 2010, 13:36**

Ooh the more I think about it.

It may be worth doing because you'd have contrasting settings and thus different feels to the campaign. One of high magic, and one of, well, it doesn't necessarily have to be low magic, just not as high fantasy. No stone behemoths, no glow stones that light up the dark etc.

I'm thinking the Old World with the ED rule system.

Now there's a thought...!

Title: **Re: What I'd Like to See**
Post by: **Sethariel** on **April 01, 2010, 13:40**

I once used the Step System in a future setting. One of the ED PCs travelled to the future...

Yes, it worked. Somehow.

Old World... Although I wouldn't like to play it, it may be interesting.

Title: **Re: What I'd Like to See**
Post by: **Crusufix** on **April 03, 2010, 13:50**

> Quote from: Dammi on April 01, 2010, 13:24
> I can safely say that it works. Compiled the EDC rules into set of universal mechanics a couple years ago for playing in modern London (adapting the Fireborn setting).

Duuuude! I've always thought of doing this. I've been wanting to adapt the Step system into a modern setting for a long long time. I've just never actually gotten around to doing it.

Would I be able to get a copy of your notes? See in which direction you were taking things. Something to just give me a kick in the butt!

... umm, but I can't read German. So hopefully you brainstorm in English!! ;D

Title: **Re: What I'd Like to See**
Post by: **Bogie** on **April 07, 2010, 21:29**

Well it has been a while since I read it but I recall when I read th Serenity RPG from Margaret Weis Productions that the "Cortex" system they used was very similar to the ED step system.

It is definitely a viable system.

Title: **Re: What I'd Like to See**
Post by: **adrick** on **August 04, 2010, 12:00**

We've used **earthdawn** step system in place of alpha omega's step system for a session or two it worked rather well. It was just a quick and dirty conversion though. (divide the alpha omega stat by 3 round up and used the **earthdawn** step in its place) and we just eyeballed weapon damage. shelved it for the time being though waiting for equinox since equinox seems like it will be able to handle swords up to spaceships. and by extension small critters to big critters.

As far as earthdawn's step system, you can control lethality easily with durability access or lack of access >:D
also by how well defense skills work or don't against firearms and so forth.
Alot of the skill work is already done as well just see the skill equivalent of a talent in the rulebook.

I've also kicked around the idea of adapting fantasy crafts threat level system to **earthdawn**. But haven't pursued it much past musing since i've not had need or want of it in the game so far.

Title: **Re: What I'd Like to See**
Post by: **jukibu** on **August 11, 2010, 11:59**

I was thinking a lot about taking the ED system into other worlds but always got the feeling that would bring too much ED feeling into these other worlds- like SciFi or modern time settings. Especially if you take over the talents and how they are structured.

A friend of mine has done quite a few attempts in doing such voyages. It was nice, but it always was like: ok, now thats that talent, just a new name, and oh, I use a gun now

instead of a bow, but not really a different feeling to it.

Then again, with the right amount of time to get enough new things ready, balance a few new talents/skills against each other, I think its a very good step system to play in whatever setting.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

You have reached the cached page for http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=4509.0

Below is a snapshot of the Web page as it appeared on **11/20/2011**. This is the version of the page that was used for ranking your search results. The page may have changed since it was last cached. To see what might have changed (without the highlights), go to the current page.

You searched for: site:redbrick-limited.com "**Post by: Arma**" **Earthdawn forum** We have highlighted matching words that appear in the page below.

Yahoo! is not responsible for the content of this page.

RedBrick LLC Forums

Earthdawn => For Players => Topic started by: Raven Bloodeyes on May 13, 2009, 07:22

Title: **[Poll] Which "Famous" Earthdawn NPCs have you met/used?**
Post by: **Raven Bloodeyes** on **May 13, 2009, 07:22**

Also a secondary question.... which is your favorite?!?

As for me, my favorite (of those I listed in the poll) is J'Role.... an ordinary (-ish) guy that still keeps relatively down to earth and cool about it all.... even after shaking the world, and "retiring" as the Eye of Throal.

Title: **Re: [Poll] Which "Famous" Earthdawn NPCs have you met/used?**
Post by: **arma** on **May 13, 2009, 08:34**

I'm answering as a GM ;D

In our ED1 campaign that went into Warden Circles, all of those you mentioned except:
Uhl (nobody ever sees Uhl)
Charcoalgrin (Parlainth... who uses Parlainth...)
Westhrall (he's dead, isn't he? Or did you mean Jedaiyen?)

Also, from the open questions:
Other Great Dragons: Usun, Aban, Vestrivan, Vasdenjas, Dvilgaynon
Shivalahalas (which are always Named, btw ;)): V'strimon, Syrtis, K'tenshin (though that one was more "been in same room").
Other notable people: Merrox, Aardelea, every major ork chieftain from the principle of it, most of the Twilight moot chieftains, Felidra Jer, Vistrosh, Nikar, Elkanshara

Many others with less power or being lieutenants to the ones above, of course.

Title: **Re: [Poll] Which "Famous" Earthdawn NPCs have you met/used?**

Post by: **Mountainshadow** on **May 13, 2009, 09:36**

> Quote from: arma on May 13, 2009, 08:34
>
> I'm answering as a GM ;D
>
> In our ED1 campaign that went into Warden Circles, all of those you mentioned except:
> Uhl (nobody ever sees Uhl)
> Charcoalgrin (Parlainth... who uses Parlainth...)
> Westhrall (he's dead, isn't he? Or did you mean Jedaiyen?)
>
> Also, from the open questions:
> Other Great Dragons: Usun, Aban, Vestrivan, Vasdenjas, Dvilgaynon
> Shivalahalas (which are always Named, btw ;)): V'strimon, Syrtis, K'tenshin (though that one was more "been in same room").
> Other notable people: Merrox, Aardelea, every major ork chieftain from the principle of it, most of the Twilight moot chieftains, Felidra Jer, Vistrosh, Nikar, Elkanshara
>
> Many others with less power or being lieutenants to the ones above, of course.

Almost exactly as he says - plus Torgak, Omasu and many more.

Title: **Re: [Poll] Which "Famous" Earthdawn NPCs have you met/used?**
Post by: **Ukhata** on **May 13, 2009, 15:48**

---

me and my group has met:
Varalus the 3rd
Neden
Jada Denairastas (and killed her)
Queen allachia (and we ate at her table)
Garltik (and he threw us in the pits >.<)
Shivalahala V'strimon
Icewing
Mountainshadow
Elfbane
Vasdenjas
Dvilgaynon
Omasu
Nikar Caranci
J´role
Overlord Kypros
Mestoph (he trained me to circle 3 >.<)

and thats all i can think of so far...
enough important people as far as i can see :D

edit: added one more

Title: **Re: [Poll] Which "Famous" Earthdawn NPCs have you met/used?**
Post by: **ED_Chronicler** on **May 13, 2009, 16:29**

I used Twiceborn once, for a friend's Purifier. (He had a Butterspider Box.)

Title: **Re: [Poll] Which "Famous" Earthdawn NPCs have you met/used?**
Post by: **Ridcully** on **May 13, 2009, 17:04**

Varulus III (only as corpse), Jada Denairastas (after the adventure a corpse; I hat exploding dice), Garlthik and Queen Alachia (before whom my group performed; yes, they are a wandering circus ;D)

Regards
Ben
:coffee:

Title: **Re: [Poll] Which "Famous" Earthdawn NPCs have you met/used?**
Post by: **Warden-UK** on **May 13, 2009, 17:53**

Hiermon...ok it was our first adventure, and he was a wizard, and he could destroy us all, and....

Title: **Re: [Poll] Which "Famous" Earthdawn NPCs have you met/used?**
Post by: **Oguleth** on **May 13, 2009, 20:18**

The Parlainth Celebs, Val the third, the Denairastasasasas, the Queen and Mountainshadow.

The players only really met the Parlainth people and Val, however. Or at least that they knew of.

Title: **Re: [Poll] Which "Famous" Earthdawn NPCs have you met/used?**
Post by: **werefrog** on **May 13, 2009, 20:22**

Twiceborn, Merrox, Hiermon, Takaris.

There are so many good characters in addition to those given. It's also cool to have made up characters that rise to power. By made up, characters that are npcs but are close to the party somehow, and the party helps them rise to power.

Title: **Re: [Poll] Which "Famous" Earthdawn NPCs have you met/used?**
Post by: **Mouse** on **May 13, 2009, 23:15**

I haven't used any of them. I've been met the Blood Elf Queen as a player (as have most players, apparently - she's not shy!).

Title: **Re: [Poll] Which "Famous" Earthdawn NPCs have you met/used?**
Post by: **werefrog** on **May 14, 2009, 05:00**

It's strange. It seems most players meet Alachia at some point, but she is

supposed to be very stuck up and not willing to meet with most common namegivers.

Title: **Re: [Poll] Which "Famous" Earthdawn NPCs have you met/used?**
Post by: **Mountainshadow** on **May 14, 2009, 07:05**

@ Werefrog: your answer would be Mists of Betrayal

Title: **Re: [Poll] Which "Famous" Earthdawn NPCs have you met/used?**
Post by: **Crusufix** on **May 14, 2009, 08:14**

So far my players have met:

Neden
Queen Allichia
Vasdenjas (I think that's the dragons name "Keeper of Secrets" The one that narrates the 'Creatures of Barsaive' book)
Omasu
Merrox
Mestoph

They've also encountered agents of:
MountainShadow
Icewing
Garlthik

Probably a few that I've forgotten about as well.

Title: **Re: [Poll] Which "Famous" Earthdawn NPCs have you met/used?**
Post by: **slayride** on **May 14, 2009, 10:58**

I've used about 75% of the list in games.

Varulus III (He requested the players get some Throalic galleons in the Throal Mountains, it ended up a TPK)
Neden/J'Role (Most famously involved in the Second Edition story arch, **Barsaive in Chaos**, where the group had to save Neden from Horrors)
Queen Alachia (Met her in **Mists of Betrayal**)
Jada Denairastas (Killed by Crag Hack)
Icewing/Mountainshadow (Various adventures such as **Shattered Pattern**)
Other Great Dragons (Final battle vs. V)
Shivalahalas (All of them through the Pilgrimage, even the Pale Ones in **Throal Adventures**, and the spirit one at the Shattered Towers)
Krathis Gron (The group uncursed the **Blades** and helped established the kingdom during the same campaign)
Mestoph Nor (Evok's brother)

Title: **Re: [Poll] Which "Famous" Earthdawn NPCs have you met/used?**

Post by: **werefrog** on **May 14, 2009, 14:43**

> Quote from: Mountainshadow on May 14, 2009, 07:05
> @ Werefrog: your answer would be Mists of Betrayal

The Werefrog know that's why all these 1st circle characters have met her. It just seems rather strange. She won't speak to a messenger from Throal, but a group of 1st circle adventurers whom nobody knows can get in to see her.

Title: **Re: [Poll] Which "Famous" Earthdawn NPCs have you met/used?**
Post by: **Jaege** on **May 14, 2009, 22:59**

A group I played in met the elf queen and became her scions, after a fashion. Our (named) group blood oathed with her, became her champions, (one group of many I suspect) The group I am running has met Omassu, will meet various NPCs of note in Parlainth, and likely others before all is said and done. Dont want to spill the beans. I like using the famous NPCs and running into them when I play. It helps link the player to the world.

Title: **Re: [Poll] Which "Famous" Earthdawn NPCs have you met/used?**
Post by: **beansidhe** on **May 15, 2009, 00:07**

Our group has never met Alachia, but she knows of us...and is not happy with us. Have to say the feeling is mutual. If we ever DO meet her in person, it will be BAD.

Title: **Re: [Poll] Which "Famous" Earthdawn NPCs have you met/used?**
Post by: **Kasbak** on **May 15, 2009, 02:07**

> Quote from: beansidhe on May 15, 2009, 00:07
> Our group has never met Alachia, but she knows of us...and is not happy with us. Have to say the feeling is mutual. If we ever DO meet her in person, it will be BAD.

Yes, I'm especially hoping that won't happen any time soon.

Title: **Re: [Poll] Which "Famous" Earthdawn NPCs have you met/used?**
Post by: **ChaosRat** on **May 15, 2009, 20:10**

My group has seen the Queen from afar when they visited The Blodwood

---

Title: **Re: [Poll] Which "Famous" Earthdawn NPCs have you met/used?**
Post by: **Ukhata** on **May 15, 2009, 20:48**

> Quote from: ChaosRat on May 15, 2009, 20:10
> My group has seen the Queen from afar when they visited The Blodwood

blödwalt ?

Title: **Re: [Poll] Which "Famous" Earthdawn NPCs have you met/used?**
Post by: **avantio** on **June 17, 2009, 17:15**

One eyed Orc, Garlthik - in search of information, group did a favor for him eariler;
Icewing - again a quest for knowlege, group paid a tribute and had some imporant message;
Alchia - this was more or less random - meeting Alchia was not in my scenario, but players somehow tricked me :)
And due to some masterwork Role Playing by one of my players his character (Human Elementalist) is now having a secret romanse with the elf queen

---

Title: **Re: [Poll] Which "Famous" Earthdawn NPCs have you met/used?**
Post by: **Dazzir** on **July 22, 2009, 10:01**

The Group I'm gamemastering for (called The Brothers of Death), met King Valurus the Third, Prince Neden (and befriended him),Garlthik, One Eyed, Icewing and Me'Gana (which in my ED is currently one of Travar's Administrates).

Title: **Re: [Poll] Which "Famous" Earthdawn NPCs have you met/used?**
Post by: **Elzar** on **July 22, 2009, 16:47**

Our encounter with Alamais was brief, but memorable. I miss adventuring with (and almost getting killed) Prince Neden.

Title: **Re: [Poll] Which "Famous" Earthdawn NPCs have you met/used?**
Post by: **JosephDouthitt** on **July 23, 2009, 14:39**

Alachia is ever-popular. In my last campaign though it was not MoB that brought her in; one of my players took on a Blood Elf, Marcus Escalanas, son of Kethos (sp?).

Quote from: avantio on June 17, 2009, 17:15

> (Human Elementalist) is now having a secret romanse with the elf queen

Ouch!

Title: **Re: [Poll] Which "Famous" Earthdawn NPCs have you met/used?**
Post by: **Crusader** on **July 23, 2009, 19:30**

Painful to be her toyboy....

Title: **Re: [Poll] Which "Famous" Earthdawn NPCs have you met/used?**
Post by: **UltraViolence** on **July 24, 2009, 23:16**

In my game the players have been in the presence of Nedan and spoken to

J'Role (although in character they didn't know to whom they spoke.).

They have met, represented and dinned with the female Troll Travar magisterate
(Niss Reaves I think.).

That's it for now. There have been some (hopefully) memorable major npc's that were unique to my personal Barsaive, some still with us and some deceased now, but I'm still to introduce any other "cannon" NPC's.

Title: **Re: [Poll] Which "Famous" Earthdawn NPCs have you met/used?**
Post by: **avantio** on **July 27, 2009, 14:05**

Quote from: Crusader on July 23, 2009, 19:30

> Painful to be her toyboy....

figures :) I do keep reminding him of the thons problem, but he's persistent and keeps looking for a way... you know "in" ;)

Title: **Re: [Poll] Which "Famous" Earthdawn NPCs have you met/used?**
Post by: **Ryval** on **August 10, 2009, 18:14**

My group has met:
Queen Alachia (in Mists of Betrayal)
King Varulus III (EDJ adventure The Kiss)
Merrox (Master of the Hall of Records from By The Book)
Omasu (from Ardanyan's Revenge)
and rescued Ardelea (from Infected)

They just met Torgak (Haven), returned to see Hiermon (Haven), and that's it so far. One major NPC every couple of real-life years... I've been keeping a calendar of their adventures and with training time my group meets a "Famous" NPC every 4-6 Barsavian months.

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines

This is Google's cache of http://www.redbrick-limited.com/cms/forum/index.php?action=printpage;topic=3102.0. It is a snapshot of the page as it appeared on Nov 24, 2011 00:39:15 GMT. The current page could have changed in the meantime. Learn more

These search terms are highlighted: **post by arma earthdawn** Text-only version

RedBrick LLC Forums

Earthdawn => For Gamemasters => Topic started by: Trantor on December 13, 2007, 11:49

Title: **help needed: why earthdawn as a system?**
Post by: **Trantor** on **December 13, 2007, 11:49**

hi

as a long time gm with loads of different rpgs and a medium **earthdawn** collection, which I alwas wanted to use for some "other" games, I stumbled upon the **earthdawn** presentation at the SPIEL in Essen, this year* - and since than, the "actually playing **Earthdawn**" idea is somewhere between "4.0 sucks" and "you should play cthulhu more often" in my brain.

Long blabla, short question: WHAT, technically speaking, makes **Earthdawn** good and a worth-wile-play, compared to d20 3.5, BRP or gurps?

*by the way - the "new" ED Books look really great.

Title: **Re: help needed: why earthdawn as a system?**
Post by: **Thasic** on **December 13, 2007, 13:45**

As a long (very very long) time player and GM of more systems than I can possibly even remember, I find ED to be one of the better systems I've played. Here are some reasons I like the game.

1) The depth and richness of the world. ED is not just a game system, it is also a very detailed campaign. It is also unique in the way common elements of FRP are used. Most RPGs use orcs, but **earthdawn** goes into great detail as to the whys, the hows etc that orcs are the way they are. ED does this for most areas of the campaign, the races, the disciplines (classes), the history, the background etc.

2) The system is unique in several ways. First, the rules tend to be well thought out and detailed nicely, but easy to learn. The way the dice are used is not only different but enjoyable. It's nice to need many different types of dice. I like the way characters are started with the point based stat builds. Also, every stat has a use, here are no throw aways. Each race has something truly unique about it. Not just a +1 strength and -1 charisma but real differences that set them apart.

3) Level progression is not an all at once proposition. Players get to build thier characters after each session instead of waiting until some arbitrary goal is reached, but there are points similiar to the levels in other games, the circle advancement. The best of both worlds.

Those are just a few reasons to try **Earthdawn**. I'm sure others will expound.

Title: **Re: help needed: why earthdawn as a system?**
Post by: **Digger** on **December 13, 2007, 14:52**

As thasic said the system is really deep, and I sort of feel that I am in touch with the system because its (in theory) our past.
Plus there's not many systems where luck can play such a big part in a game. I always hated the sloging matches when fighting with D&D but love the ED fighting, it can be so unpredictable.
Plus there must be something in the way that other systems disappear, but the fan base with ED wont let it go.

Title: **Re: help needed: why earthdawn as a system?**
Post by: **Trantor** on **December 13, 2007, 15:07**

Quote from: Thasic on December 13, 2007, 13:45

> -snip-
> 1) The depth and richness of the world. ED is not just a game system, it is also a very detailed campaign. It is also unique in the way common elements of FRP are used. Most RPGs use orcs, but **earthdawn** goes into great detail as to the whys, the hows etc that orcs are the way they are. ED does this for most areas of the campaign, the races, the disciplines (classes), the history, the background etc.
>
> 2) The system is unique in several ways. First, the rules tend to be well thought out and detailed nicely, but easy to learn. The way the dice are used is not only different but enjoyable. It's nice to need many different types of dice. I like the way characters are started with the point based stat builds. Also, every stat has a use, here are no throw aways. Each race has something truly unique about it. Not just a +1 strength and -1 charisma but real differences that set them apart.
>
> 3) Level progression is not an all at once proposition. Players get to build thier characters after each session instead of waiting until some arbitrary goal is reached, but there are points similiar to the levels in other games, the circle advancement. The best of both worlds.
> -snip-

1) is the thing that pulles me to ED, while it is nothing unusual these days - there are a lot very interesting and very rich backgrounds, all of whom I like to play, but as a member of the "working minority" I don't think I will find the time for all of them :)

2) Do the rules have a common consistency, as for instance found in GURPS? So, if you have an advantage which gives you +1xyz, it always costs "abc", than a +2xyc costs 2abc etc.?

3) so a mixture of a point-buy-system and a level system upgrade?

A lot older systems still have a large fan-group supporting them - RuneQuest, in the time before Mongoose, was gone a decade I think (or so it felt), but still had a huge amount of players and fans. Traveller never died. Cthulhu had aeons without any publishing but never died (just slept at the bottom of the sea ...).

Trantor, Germany

Title: **Re: help needed: why earthdawn as a system?**
Post by: arma on **December 13, 2007, 15:20**

2) if you're talking about character creation: sort of.
Net attribute modifiers (+1 and -2 are a net of -1) result in different karma die for the different races. But as there are other abilities (Darkvision, etc.) these cannot be really balanced (any system that says it does IMO lies), because the GM controls under what circumstances these abilities are useful.
ED does not try to achieve a total balance of all the races and disciplines (because it can never be anyway), but rather seeks to make them unique, coherent, and fun to roleplay.
It leaves a lot to the GM, the GM has a lot of freedom, but likewise a lot of responsibility (a lot of people I know say that first edition wasn't something they would recommend to people who had never played a roleplaying game before).

Title: **Re: help needed: why earthdawn as a system?**
Post by: **Citizen Joe** on **December 13, 2007, 15:54**

Earthdawn is a class based system that has in-character explanations for the classes (Disciplines). In DND for example, your character would sound kinda silly using the terms: I am a fifth level Barbarian... but in **Earthdawn** it is perfectly feasible to say "I have achieved the fifth circle of the Sky Raider discipline". Similarly, talents can be definitively described by ranks, since it takes a specific ritual to advance your talent rank, thus discrete increments. Skills are less discrete, there is no real ritualistic incremental increase in your skill rank, so mundanes would probably be rated in character as "Bad", "Good" or "The Best". I say this because sometimes it is nice to be able to describe your character "in character" without extreme roleplayers pointing out stuff like how do you know what rank you are... etc.

Earthdawn shares the same sort of horror genre as Call of Cthulu, but the difference is that in **Earthdawn** you have hope. You're not guaranteed a victory against a horror, but at least there is a chance, if you play your cards right, that you can actually defeat it.

The dice system can throw people sometimes but it is a fairly elegant system that handles most events well without any house rules. For example, you don't need a critical system, since it uses "exploding dice". I.e. if you roll max on a die, you get to roll again and add the result. If you get really lucking, even the wimpiest person could get a lucky shot in and kill a dragon. Of course, we're talking lottery winning odds against that happening, but it is still there.

Earthdawn has a robust magic system... one that can overwhelm someone by its complexity, but fairly simple in combat.

Fast travel... Airships allow movement at the "Speed of Plot" and they can be damaged or made unavailable as the plot dictates.

Title: **Re: help needed: why earthdawn as a system?**
Post by: **Trantor** on **December 13, 2007, 16:44**

OK, one further step:

Still searching for a fantasy system to play on a regular basis with my wife (after she admitted, that she liked D&D quite a lot, but always got confused by the sheer number of possibilities combined with the foreign language we are playing it in -english-), is ED a system which not only helps the system-interested gamer (that's me) with an interesting system (that's what I read from your posts) but which also easies the first approach of casual-players (that's her)? Our other alternative, GURPS, has a quiet high entry-level but remains on this difficulty level for the rest of the games, while D&D starts somewhere in the middle of system.difficulty and increases with every XP earned.

Thnx

Title: **Re: help needed: why earthdawn as a system?**
Post by: **Mataxes** on **December 13, 2007, 17:07**

I think that the learning curve for new players is pretty gradual; when creating your first character you have a choice of eight races (standard fantasy fare, with a couple of easily-grasped exotics thrown in), and fifteen Disciplines -- each of which has a pretty clear 'hook' to let you know what they're about. There are some fiddly bits as far as juggling numbers for attributes and the like, but nowhere near the level of complexity you see in GURPS (or even D&D, with all the feat and skill choices you have available to start off). There are example player-characters in the book, and there's nothing wrong with grabbing one of those for your first character; they're all solid characters.

Your First Circle character has six (or seven) talents -- your main abilities -- plus a few skills (mostly 'knowledge' skills or the ability to read/write languages). So a starting player doesn't need to read the whole book (far from it), they only need to read the

descriptions for their character's talents. The core mechanic works the same for everything (roll dice, add modifiers, check to see if it succeeds). Once you grok the core mechanic, and understand what your talents do, you can jump into play without much difficulty.

Spellcasters are a little bit more complex (but only a little bit), and I often recommend that first-time players avoid them as a first choice.

As your character advances, two or three more talents are added at each Circle, generally speaking you will have a handle on what your character can do, and then you add on a couple more options. I think that somebody with some familiarity with RPGs (played some D&D, for example) should be able to start playing ED pretty easily.

Title: **Re: help needed: why earthdawn as a system?**
Post by: **Rogan Rubyeye** on **December 13, 2007, 17:42**

For me the most important thing about **Earthdawn** is that the roleplaying potential for a character and the world background merges into the mechanics of the rules so well. Plus, the advantages of its unique advancement system is that you choose how to improve your characters and where they go in terms of skills, abilities and magical talents. The over-riding factor that keeps me with the system however, is the philosophical bent towards following your own "concept" of the Discipline(s) you adopt. You should be more concerned about keeping in line with your Discipline view than going for the power-up options.

Title: **Re: help needed: why earthdawn as a system?**
Post by: **Trantor** on **December 13, 2007, 17:57**

I remember seeing a 1st and a 2nd edition of the game (or?) - how difficult is it to play old adventures with the new rules?
Was the change of edition just a clarification, optimization (i.e. GURPS) or were there huge changes (as in D&D 3.5 to 4.0)

thanks again

Title: **Re: help needed: why earthdawn as a system?**
Post by: **Citizen Joe** on **December 13, 2007, 18:01**

I think there were/are some minor changes (like speed changed a little bit, but scalable) and some talents were slightly changed to become less abusable. But I don't think anything changed so much that you couldn't use stock adventures as is.

Title: **Re: help needed: why earthdawn as a system?**
Post by: **Trantor** on **December 13, 2007, 18:23**

Alright, all-in-all it sounds very playable for what I need - guess I have to talk it over with my "Evil Überlady" tonight, though I can't show her the books I already have (we're moving this weekend, the books are alle piled up in the new library) - but the fact that we both "start from zero" should be very convincing I guess :)

Thanks again for your informative replies - there will be "one sell" to Germany these days.

Trantor

Title: **Re: help needed: why earthdawn as a system?**
Post by: **Horseboy** on **December 13, 2007, 18:26**

I've run 1st edition modules with Classic Characters with no changes. Never tried it with 2nd, I didn't even know there was a 2nd edition until a year ago.

But yeah, I really like how well integrated the rules and the setting are. It's a lot harder a system to break so you can play it harder, than a lot of other systems.

Title: **Re: help needed: why earthdawn as a system?**
Post by: **Citizen Joe** on **December 13, 2007, 19:03**

I'm pretty sure there are German translations of the rules as well.

Title: **Re: help needed: why earthdawn as a system?**
Post by: **beansidhe** on **December 13, 2007, 19:08**

We run ED games for 10-17 year old kids with no experience in gaming whatsoever on a regular basis and they all seem to pick it up pretty quickly. If your wife has already played D&D previously, she knows more than some of these green kids and should do just fine and dandy!

Title: **Re: help needed: why earthdawn as a system?**
Post by: **Trantor** on **December 13, 2007, 23:38**

> Quote from: Citizen Joe on December 13, 2007, 19:03
> I'm pretty sure there are German translations of the rules as well.

There is an old one - but I don't like translations of rpgs very much (quality is not this high, except german cthulhu, where I am, what a coincidence, am part of the production team :-)) - most are sub-standard, imho.

AND - most german translations just translate part of the rpg - so if you want to have all of it, you have to play multilingual, which sucks totally - and sucks more if you have a bad translation, what normally is the rule, not the exception.

THATs why I learned english, in the first place, sometime in the 80s, to play traveller :-)

regs

Title: **Re: help needed: why earthdawn as a system?**
Post by: **Rogan Rubyeye** on **December 15, 2007, 11:19**

Aren't the German translation rulebooks usually a lot thicker and heavier too - about up to a third in some cases. Or was that just Vampire? (I know German words tend to be quite long and pricisely descriptive unlike that annoying chop and change bastard tongue called English. ;D)

As for your rule-compatability question: not yet up to score on the RedBrick rules, but from all accounts they've kept on wiith FASA's original concepts and tidied them up plenty and done some pruning with the "wonky" ones. Plus, they've done a crackingly good job in presentation, something Living Room Games' 2nd Edition sorely lacked.

AFAIK, you shouldn't have any problems in merging the old scenarios to the new edition from RedBrick - well, no more so than tinkering with a few statlines and suchlike. (Nothing that any good GM doesn't already do when preparing a scenario.) By all accounts, the main rules are still the same and the only problem might be the subtle changes to the Discipline talents, but if you aren't using old characters then that's nothing to worry about there.

Title: **Re: help needed: why earthdawn as a system?**
Post by: **Mataxes** on **December 15, 2007, 15:52**

...and even if you are, it's perfectly okay to hand-wave conversion to the new rules as far as what talents an adept has, etc. As long as you use the same rules for the talent mechanics (consistency is key), the rulesets are incredibly compatible.

Title: **Re: help needed: why earthdawn as a system?**
Post by: **vinsane** on **December 15, 2007, 16:27**

Just wanted to make a comment, I find playing ED with the casual gamer tedious at times. By casual gamer, I refer to those that attend for merely the social function of attending. ED's mechanics can be difficult for those who are, shall I say, polyhedronally challenged (after 9+ years of gaming, my wife still can't tell the difference between a d20 and d12 without picking up the die and looking for a number above 12). ED has a slow combat system due to the 'sifting dice' effect of step changes and players who don't care to pay attention to the system. This when the player realizes its his turn and takes the next 10 minutes to decide what they're going to do, calculate the step (if appropriate), and then comb through their large pile of dice only to realize they've put it somewhere else on the table.

On the other side of the coin, I haven't liked ED played with another die system. A D20 version (which I tried and one of my players aptly named 'that crappy DungeonDawn game') looses alot of feel for the world. I have never liked GURPS and while there are other systems out there that I enjoy, I don't think I would want the same effect as DungeonDawn.

The world is unparalleled in my opinion and very intertwined to the mechanics of the game. I would suggest ED over any other fantasy game, I just thought should be forewarned as to one of the, uhm, side effects that could make the game less enjoyable (and thereby compensate for it).

Title: **Re: help needed: why earthdawn as a system?**
Post by: **Horseboy** on **December 17, 2007, 00:04**

Quote from: vinsane on December 15, 2007, 16:27

> Just wanted to make a comment, I find playing ED with the casual gamer tedious at times. By casual gamer, I refer to those that attend for merely the social function of attending. ED's mechanics can be difficult for those who are, shall I say, polyhedronally challenged (after 9+ years of gaming, my wife still can't tell the difference between a d20 and d12 without picking up the die and looking for a number above 12). ED has a slow combat system due to the 'sifting dice' effect of step changes and players who don't care to pay attention to the system. This when the player realizes its his turn and takes the next 10 minutes to decide what they're going to do, calculate the step (if appropriate), and then comb through their large pile of dice only to realize they've put it somewhere else on the table.

I think that was why Redbrick said they got rid of the bonus steps and just added +X's to the roll for situational modifiers.

Title: **Re: help needed: why earthdawn as a system?**
Post by: **Raven Bloodeyes** on **December 17, 2007, 02:25**

Yeah, the crazy players who memorize all of the steps below 20 are few and far between....was quite helpful when I started GMing a lot though... ;)....

Title: **Re: help needed: why earthdawn as a system?**
Post by: **Citizen Joe** on **December 17, 2007, 04:22**

What about the crazy players that memorize the step formula and then calculate the dice on the fly...

Title: **Re: help needed: why earthdawn as a system?**
Post by: **Trantor** on **December 17, 2007, 11:21**

> Quote from: vinsane on December 15, 2007, 16:27
>
> Just wanted to make a comment, I find playing ED with the casual gamer tedious at times. By casual gamer, I refer to those that attend for merely the social function of attending. ED's mechanics can be difficult for those who are, shall I say, polyhedronally challenged (after 9+ years of gaming, my wife still can't tell the difference between a d20 and d12 without picking up the die and looking for a number above 12). ED has a slow combat system due to the 'sifting dice' effect of step changes and players who don't care to pay attention to the system. This when the player realizes its his turn and takes the next 10 minutes to decide what they're going to do, calculate the step (if appropriate), and then comb through their large pile of dice only to realize they've put it somewhere else on the table.

That is a scenario, which I can see with my wife, too - but, on the other hand, MAYBE the good background World and the interwoven rules/world game could help here to understand and learn the rules. Plus: We would start both/all at the same level of knowledge of the system, so we could "learn together", which could also help in this case. Until now with GURPS and D&D, she had the problem that all other players knew the system completely and she always had to ask how it works ... and that's not something she likes to do half of the evening :-)

seasons greetings

Title: **Re: help needed: why earthdawn as a system?**
Post by: **vinsane** on **December 17, 2007, 17:32**

> Quote from: Horseboy on December 17, 2007, 00:04
>
> I think that was why Redbrick said they got rid of the bonus steps and just added +X's to the roll for situational modifiers.

I would recommend using this. It is an optional rule though. Because of this, a couple of players pitched a fit when I tried to implement it when we first tried EDC. Since they were long time 1st edition players, they liked the idea of raising the step to get more dice to roll. The fact that it averaged out the same was irrelevant. I eventually conceded and allowed it as an option to the players. If you implement the rule from the start, you should be ok.

Title: **Re: help needed: why earthdawn as a system?**
Post by: **tyweise** on **December 17, 2007, 19:25**

I've only played ED1, but I used to do the +/- X to the result if players forgot or didn't know about all their current modifiers. That way someone didn't explode a 2d6 roll to a 24 or something, only forget a +2 step bonus and roll a 9.

Title: **Re: help needed: why earthdawn as a system?**
Post by: **Citizen Joe** on **December 17, 2007, 20:36**

There is an added bonus to that technique. Technically you're not adjusting the roll, you're modifying the difficulty. The bonus is that if the GM has some hidden penalties that the PC's wouldn't know about, he can make the modifications on the other end without tipping off the players.

Title: **Re: help needed: why earthdawn as a system?**
Post by: **Crusufix** on **December 18, 2007, 07:46**

I like using a combination of the two rules. The modifiers that the characters are aware of I will apply as step modifiers as per ED1. The hidden modifiers that the players are not aware of I will simply just +/- the modifier from the end roll.

As well I tend to use the simplistic modify end roll for mass/mook combat as it really speeds things up.

I personally prefer to use the modify step number way as it really gives the players a true sense that their actions/situations have real impact. Having to grab a different set of dice seems to reinforce this within their minds much more than simply adding or subtracting a value from their roll.

The psychological warfare it wages on the players within the rules system itself, I believe, is one of the many unique ways **Earthdawn** sets itself apart from other RPGs. There just seems to be something about having to pick up that lowly D4 when rolling your initiative that subtracting 9 from 2D6 can't touch.

Title: **Re: help needed: why earthdawn as a system?**
Post by: **Citizen Joe** on **December 18, 2007, 16:01**

There's also that look of dread when they switch from d10+d12 and have to grab a d20+d4.

Title: **Re: help needed: why earthdawn as a system?**
Post by: **Jaege** on **December 18, 2007, 17:00**

I am one of the crazy players that memorized all the steps below 20 and can calculate most of the ones up to 40ish.

Title: **Re: help needed: why earthdawn as a system?**
Post by: **Rogan Rubyeye** on **December 18, 2007, 18:13**

Heh, I always prefered the "multiple of the same die" Steps. You know, Step 8/2d6, Step 12/2d10, etc - especially when your Karma die matched it. Oh, but joys of the windling wizard with Step 12 Spellcasting & Threadweaving...

I totally agree with the use of Step shifts for the PC's and modifiers for the GMs. The players tend to get some kind of subliminal satisfaction out of rolling different/more dice for their tests. but for the Gm using mutiple opponents that can quickly become a nightmare. Far speedier to apply a modifier, and subtle too. Its a part of the School of GM Mystery that also includes hiding rolls behind a GM screen. you know, the stuff we do that makes the players skitish and worry about their actions when you ask them "Are you *sure* that's what you want to do?" with a quirkyly raised eyebrow. Occassionally followed by a "OK, if you want to do *that* instead..." (Of course they're doing the best option, but you just have to stir their doubts and make them worry about just what it is you're thinking. >:D)

In regard to those people who attend to play with friends rather than study the art of rule mechanics, I'll agree that if everyone starts off without knowing the full system (except for the GM of course, natch) - just the basics of how things work and what you allow them to know of the world, it does even up the field and I always got a lot more interactivity in the game from those who might usually have been left of the sidelines. This way gives those who usually ceed ground to more dominant/confident people (because they know the rules and what bonuses to apply to their actions with the least risk) a decent opportunity to get involved and really experience the game.

This was the main reason I went with **Earthdawn** when it first appeared as a system. None of my regular player's knew it, and they didn't have access to the books to study the new creatures and examine all of the talents, spells, Passions, etc. In doing this, everything was new and exciting for them. I'd describe a creature or a spell/talent's effects when they encountered it and only let the player know the thing's name if they made an appropriate Knowledge Skill test or if I judged the data would be part of their character's background training. This method promoted the characters to ask questions about the world and actively seek to learn Knowledge skills. In all, I think they found it far more rewarding to encounter a new thing than simply be given a book of answers. It kept

the mystery of the world alive.

I can still fondly remember one scene in which the city-bred ork thief correctly identified a flock of crackbills as "Thay'se bloody big birds like ostriches with massive axe-beaks on "wangy" necks that they use to split yer skull open and eat yer brains." To which the beastmaster (who had fluffed his Animal Lore test) replied with his know-it-all manner "Don't be silly, where'd you here that? From some drunken dwarf miner down the pub?" Of course, she dived into the nearest patch of bushes with a blunt "Yeah, so what if I did?" retort over her shoulder and the crakbills started to live up to their name on the other shocked party members. Quickly followed by, "He didn't say nuthin about that bad breff though!" as the creatures belched orange paralysis gas upon the surprised party. Just for the record, nothing quite puts a party in its place as having town gate guards ask "So, crakbills was it?" with a snigger, when a weary party of orange-stained adventurers limps into town a week later. ;D

Title: **Re: help needed: why earthdawn as a system?**
Post by: **tyweise** on **December 18, 2007, 19:47**

Quote from: Crusufix on December 18, 2007, 07:46

> I like using a combination of the two rules. The modifiers that the characters are aware of I will apply as step modifiers as per ED1. The hidden modifiers that the players are not aware of I will simply just +/- the modifier from the end roll.
>
> As well I tend to use the simplistic modify end roll for mass/mook combat as it really speeds things up.
>
> I personally prefer to use the modify step number way as it really gives the players a true sense that their actions/situations have real impact. Having to grab a different set of dice seems to reinforce this within their minds much more than simply adding or subtracting a value from their roll.
>
> The psychological warfare it wages on the players within the rules system itself, I believe, is one of the many unique ways **Earthdawn** sets itself apart from other RPGs. There just seems to be something about having to pick up that lowly D4 when rolling your initiative that subtracting 9 from 2D6 can't touch.

I have always assumed that any +/- X to the result would only used for temporary modifiers. Anything that happened frequently enough to be calculated by step number would be adjusted that way. Like your initiative step with -9 init penalty armor. But things like, "oh. you're harried this round. -2 steps to your attack" weren't worth the look-up; especially if any dice were rolled before the modifier was brought up. Things like aggressive attack could be up to the player. If it's something they do a lot, have those step and dice numbers written down. If it's something they just decide to do on the spot, then just add to the result.

I agree that hidden modifiers added to the results is good. Keeps 'em hidden. Though it's not quite the same as adjusting the difficulty, since that also affects Result levels.

Title: **Re: help needed: why earthdawn as a system?**
Post by: **Raven Bloodeyes** on **December 18, 2007, 20:07**

LOL, that's awesome!!!

(Yeah, I was implying I had all the steps up to 20 memorized myself, so I'm with ya, never had to use the ones over 20 consistently enough though....)

There was the time, my first GM got pissed and decided to hit one of the PCs with a Step 100 Lightning Bolt though.....that was fun!!! He added in his D100 [think extra-large golf ball with a bubble inside it to show which pip and which number is "up"] for the hell of it.....funny thing was he only did something like 65 damage or something.....

Title: **Re: help needed: why earthdawn as a system?**
Post by: **Horseboy** on **December 20, 2007, 18:20**

Quote from: Citizen Joe on December 18, 2007, 16:01

> There's also that look of dread when they switch from d10+d12 and have to grab a d20+d4.

shudder I hate step 14.

Title: **Re: help needed: why earthdawn as a system?**
Post by: **Grinder** on **December 20, 2007, 18:55**

One of my players hates every step that includes a d20. Life's not easy for him, now that he reached 8th circle with his Scout. ;D

Title: **Re: help needed: why earthdawn as a system?**
Post by: **beansidhe** on **December 20, 2007, 21:43**

I LOVE step 14! Always get my best rolls with the magic d20 d4 combo. The one that kills me is the dreaded step 8. We hates it! double 1s more likely than not.

Title: **Re: help needed: why earthdawn as a system?**
Post by: **Raven Bloodeyes** on **December 20, 2007, 21:47**

Wow! Really?!?!? Step 8 is my favorite!!!! (but to each his/her own)....although I have a thing for rolling 6's....I once played Axis and Allies and bought tech and rolled 4 6's in a row!!! ;D

The other fun one, was a weird house role combo that resulted in d4 being amazing....basically, my 1st ED GM allowed all 1's to be automatic rerolls of that die (but he made the opposition considerably harder than it otherwise would have been for our Circles). Thus d4's would reroll 50 % of the time....I once did upwards of 20 damage as a Nethermancer breaking a torch over an ork scorcher's head....with only Step 3 damage

Title: **Re: help needed: why earthdawn as a system?**
Post by: **General Ashnak** on **December 20, 2007, 23:10**

My most memorable memories are all to do with the magic of step 2 (the initiative step of my ifrst character, an elven Nethermancer) I had quite a few occasions of going first in the initiative stakes due to rerolling the dice around 15 times - it was always good getting the drop on the two swordmasters in the group :D

Title: **Re: help needed: why earthdawn as a system?**
Post by: **Feireinor** on **December 25, 2007, 22:25**

Quote from: Trantor on December 13, 2007, 23:38

> Quote from: Citizen Joe on December 13, 2007, 19:03
>
> > I'm pretty sure there are German translations of the rules as well.
>
> There is an old one - but I don't like translations of rpgs very much (quality is not this high, except german cthulhu, where I am, what a coincidence, am part of the production team :-)) - most are sub-standard, imho.
>
> AND - most german translations just translate part of the rpg - so if you want to have all of it, you have to play multilingual, which sucks totally - and sucks more if you have a bad translation, what normally is the rule, not the exception.
>
> THATs why I learned english, in the first place, sometime in the 80s, to play traveller :-)
>
> regs

Intermission: in Italy there is this story ... that in foreign country like Germany and France they're lucky cause their RPG's translation does NOT suck ... you don't know what's a translation that sucks until you read an Italian one :bang:

For the D20+D4/D12+D10 issue, I just read "The bare Bones" by Dammi, his arguments

are very interesting. I'll keep on doing as I do now, letting the player choose: for no reason I can appreciate they always (till now) choose the D20 ... even without having read any article...

Title: **Re: help needed: why earthdawn as a system?**
Post by: **Mataxes** on **December 26, 2007, 01:31**

"The Bare Bones" was actually my article, Dammi was just the one who posted it to the articles section.

Title: **Re: help needed: why earthdawn as a system?**
Post by: **Dammi** on **December 26, 2007, 12:45**

Hiya!

My name only appears on the news post. I think I'm going to change that one as well tho.

Best,

Dammi

Title: **Re: help needed: why earthdawn as a system?**
Post by: **Feireinor** on **December 26, 2007, 13:09**

Wooops!!!! :o
I apologize ...

Title: **Re: help needed: why earthdawn as a system?**
Post by: **Feireinor** on **December 26, 2007, 13:42**

I remembered something I wanted to say earlier in the discussion ... and which someone more or less anticipated

ED is unique because the talent system allows for a true personalization of character development; circle advancement make it similar to other RPG and so can make confortable player with little experience.
Then the possibility to choose quite on a *dayly* basis how your character develops is truly amazing and adds on to the possibilìty of making your PC truly yours.

And then, as it is in my case, there will always be that player asking you "why it doesn't work like D&D?" ::)

Powered by SMF 1.1.15 | SMF © 2011, Simple Machines